## EE/CprE/SE 491 WEEKLY REPORT

9.11 - 9.15

Group number: 8

**Project title:** VR UI design for engineering

Client &/Advisor: Pin & Chu

Team Members/Role:

Yuwen Xia-Team Leader

Xueyuan Chen- Coding team member

Zheng Fang- Coding team member

Hongji Luo- Coding team member

Jiancheng Zhang- Research team member

Ziming Liu- Research team member

### o Weekly Summary

Everybody is getting familiar with Unity coding software, but mostly in 2-D mode. Pay more attention on programming language such as C# to build dynamic effects. Some team members still got confusing about the concept about VR and UI, so research group is going to make a presentation about introducing VR UI and recommended language next week.

o Past week accomplishments (please describe as what was done, by whom, when or collectively as a group)

Yuwen Xia- Keep in touch with client and advisor, ask about advice on the direction of this project.

Xueyuan Chen- Self learning Unity about 2-D interface.

Zheng Fang- Self learning Unity and database management.

Hongji Luo- Self learning Unity and website developing.

Jiancheng Zhang- Self learning Unity while doing research about VR background and future developing.

Ziming Liu- Self learning unity about 3-D game(ball rolling), building model learn to use dynamic effect by Unity.

# o Pending issues

Where should we lay our emphasize on, programming or researching?

Besides Unity, what else language or software should we get familiar with?

### o Individual contributions

NAME	Individual Contributions	Hours this week	HOURS cumulative
Yuwen Xia	Group set up	4	9
Xueyuan Chen	Interface self-study	6	13
Zheng Fang	Database management	5	11
Hongji Luo	Website developing	4	9
Jiancheng Zhang	Doing research on project	4	9
Ziming Liu	Unity gaming developing	4	10

### O Plan for coming week

Yuwen Xia and Zheng Fang and Hongji Luo: keep working on Unity study will spend time for 4 hours each week on learning programming language.

Xueyuan Chen: Keep working on 2-D interface, beautify and functionalize to make a small demo for advisor and client.

Jiancheng Zhang and Ziming Liu: Researching on background information and will throw presentations by each person next week to show work and lead the team our design direction.

#### For whole team:

Start working on project demo for two weeks later. Since there are still team members get confused about basic concept on VR and UI, and what exactly should engineer usage be like, so two members from research team will make a presentation to introduce background information. Besides learning Unity, programming language like C# also need to be focused.