

EE/CprE/SE 491 WEEKLY REPORT XY

Start Date – End Date: 9.16 – 9.29

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

Last week we had a meeting on Friday and we did a presentation to project advisor. The topic is about introduction of VR UI, some knowledge of VR and the process to make VR UI. Our coding team members make a sample game by unity. On September 29, we visit client's company and experience their VR game and VR UI designed for engineering. Those give us a lot of ideas for UI design.

o Past week accomplishments

Xueyuan Chen, Ziming Liu, Zheng Fang: They are learning unity for almost a month and they make billiards game simulated by unity.

Jiancheng Zhang, Ziming Liu: They made a presentation for group meeting with advisor. The presentation is about current VR market, knowledge and concept about VR and the procedure to make UI.

Hongji Luo, Yuwen Xia: They have a great meeting with client and get a lot useful information and idea about VR UI design.

o Pending issues

Yuwen Xia, Hongji Luo and Xueyuan Chen have issue about what kind of UI should we design. Also, they still need to learn more about C# implement the UI.

o Individual contributions

NAME	Individual Contributions	Hours this week	HOURS cumulative
Yuwen Xia	Program a sample game in unity	7	16
Xueyuan Chen	Program a sample game in unity and edit the website	8	21
Zheng Fang	Program a game in unity	7	18

Hongji Luo	Contact with client to have his company tour.	6	15
Jiancheng Zhang	Give a presentation and give ideas to group member what to do with UI design	7	16
Ziming Liu	Program a game in unity and contribute with presentation during group meeting.	9	19

o **Comments and extended discussion**

How to make UI?

- First step: Draw a flowchart
- Second: Draw the simple UI
- Third: change the draw into static prototypes (sketch)
- Fourth: add function and stuff
- fifth: curve and zoom in
- Sixth: beautify and animation

o **Plan for coming week**

Yuwen Xia, Xueyuan Chen, Zheng Fang will start to make a 2D UI by unity and C#.

Jiancheng Zhang and Ziming Liu will start to design what will our project UI looks like by using cardboard.

o **Summary of weekly advisor meeting**

What specific UI do need to design? Do we need to go in details?

We experience a Virtual Reality video by HTC VIVE and a car design app in VR by HTC VIVE.

Client give us some videos linked in Youtube about how do big company's VR UI looks like.