
EE/CprE/SE 491 WEEKLY REPORT

10.2 – 10.6

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

○ **Weekly Summary**

This week's purpose is to make a demo to client about what we are thinking of UI should be like, by using cardboard and paper or any other type of ways to demonstrate our idea. What we were doing is let every single group member to come up with his own idea and combine together to show client one or two works. Since everyone's are different, our final demo should be a wonderful work.

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

Yuwen Xia- compose the idea of building sample UI like paper or cardboard to show to client

Xueyuan Chen- build 3D UI in website and 2D on paper

Zheng Fang- build 2D UI on paper

Hongji Luo- build 3D UI in web

Jiancheng Zhang- research on cardboard UI design and purpose some useful ideas that team member can follow

Ziming Liu- research on 3d model UI design and build 2D UI design on paper

- **Pending issues**

When implementing cardboard simulate UI design, we have divergence on which way should be used, plain or curve. Which makes each individual does his work by himself and I believe it is good and helps with creativity.

- **Individual contributions**

NAME	Individual Contributions	Hours this week	HOURS cumulative
Yuwen Xia	Propose idea	4	20
Xueyuan Chen	Both 2D and 3D UI	5	26
Zheng Fang	2D UI	3	21
Hongji Luo	3D UI	4	19
Jiancheng Zhang	Research and offer hints	4	20

Ziming Liu	2D UI and research	3	22

○ **Plan for coming week**

It depends on client, how he feel satisfied with our work and his next instruction. Otherwise, we will stick on our plan and start to decide a plan and implement it in Unity.