EE/CprE/SE 491 WEEKLY REPORT XY
Start Date – End Date: 10.9 – 10.15
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**
This week we visited our client company Siemens in Ames and experience the VR equipment and VR UI designed by Siemens. That's was a great experience to know deeper of VR UI design and learn a lot ideas of VR UI design. After the tour, at the weekend, we start our first design of VR UI by cardboard that draw our idea on the cardboard. Then we prepare for next presentation to our client about project timeline and our own design for VR UI.

o **Past week accomplishments**

//please describe as what was done, by whom, when or collectively as a group

Yuwen Xia, Ziming Liu, Xueyuan Chen – they make a sample of Unity program in 3D

Jiancheng Zhang, Zheng Fang – make project timeline

o **Pending issues**
• Yuwen Xia, Xueyuan Chen: Still can't implement function in unity program

o **Individual contributions**

NAME	Individual Contributions	Hours this week	HOURS cumulative
Member Yuwen	Idea of VR UI design	8	28

Member Xueyuan	Draw on cardboard of UI	7	34
Member Zheng	Draw on cardboard	6	27
Member Hongji	Idea of VR UI design	7	26
Member Jiancheng	Timeline of project	6	26
Member Ziming	Idea of VR UI design	8	30

o **Comments and extended discussion**
We can use the keywords "VR in industry" or "VR UI" to google search for related information.

We can also search YouTube for VR applications, and see how they display VR UIs

o **Plan for coming week**
• Team Member Yuwen Xia, Xueyuan Chen, Ziming Liu – presentation of one idea of design
• Team Member Jiancheng Zhang – Presentation of timeline part.

o **Summary of weekly advisor meeting**
advisor - - The key is what the presenter will say during the presentation. So presenters should rehearse the presentation to make sure that the presentation will be clear and smooth.