

# Weekly Report 3

October 9<sup>th</sup> – October 22<sup>nd</sup>, 2019

Group 33 | VIRA (Virtual Insight into Real Athletics)

## General Information

### Advisor

Dr. Diane Rover

### Team Members

Katie Perkins – Team Lead

Nate Irmiter – Stakeholder Communicator

Bailey Righi – Product Manager

Willem Paul – Standardization Manager

Caroline Rankin – Meeting Facilitator

## Weekly Summary

This week our goal was to start doing some tutorials and organize our project schedule, as well as to get updates on where we're at in the process of getting hardware/software. We were able to finish some tutorials in Unity and Blender/MakeHuman, and updated our calendar and Trello Board. We also were able to talk with ETG, who let us know that we have the Oculus Quest but not its case, and they are still waiting to hear back from Unity on getting Unity Pro.

## Past Week Accomplishments

### Katie

I started doing Unity tutorials. I also began researching what joint we should start with, the evaluation process athletic trainers go through, and what happens when making a differential diagnosis.

### Nate

I contacted ETG to get more information about the progress of our Unity licenses, and worked with a few different programs (MakeHuman, Blender, and Unity) in order to create a person, give them a skeleton, animate them, and move their body parts as well as import the model into Unity and animate it using a basic C# script.

### Bailey

I explored Unity a little bit and created the milestones (and a few issues/tasks) for our project in GitLab. I also met with Joe (athletic trainer) to discuss what area of the body

would be good to start with and what the best approach is for our program to teach athletic training students.

#### Willem

I began thinking of potential interface ideas, which we hope to discuss this week. I also continued with Unity tutorials and did some more research into Oculus development.

#### Caroline

This week I helped organize all due dates for our project and class. This entailed updating a shared Google Sheet with all due dates and updating our team Trello board.

### Pending Issues

We are still waiting to hear back from Unity about the Unity Pro licenses. Additionally, although our Oculus Quest has arrived, we haven't heard from ETG about the case, so we have yet to pick it up.

### Individual Contributions

Name	Hours This Week	Cumulative Hours
<b>Katie</b>	4	17.5
<b>Nate</b>	8	18
<b>Bailey</b>	4.5	14.5
<b>Willem</b>	4	14
<b>Caroline</b>	5	14

### Plans for the Upcoming Week

#### Katie

I plan to start learning about what Blender does and how we can apply it to our project, as well as to learn how to create an app for the Oculus Quest in Unity. We also plan to make decisions about the design of the screens and the diagnosis we will start with.

#### Nate

To further work with Blender and Unity

#### Bailey

I will create more issues in GitLab to start planning our first sprint. I'll also do more tutorials in Unity.

#### Willem

I plan to work with MakeHuman and Blender to create some basic character models. I also plan to further develop the interface layout.

Caroline

Work on developing projects with Blender and Unity as well as defining what the schedule for the rest of the semester should be. This would include due dates for experimenting with Unity as well as meetings to work with the Oculus.

### Summary of Our Weekly Advisor Meeting

During the advisor meeting we discussed our progress on making Unity projects as well as our plans for the rest of the semester. Dr. Rover suggested making hard deadlines for the group including setting up meetings for the group to experiment with the Oculus headset and with Unity. We also showed her some of the MakeHuman/Blender experiments Nate has been doing.