

Weekly Report 7

December 11th, 2019 – January 27th, 2020

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 we were able to assign technical roles to each member such as working with screens. We went through our backlog and assigned members to cards for our first sprint. Overall, we have started working on screen sketches, basic graphics, the shoulder and joint for a guided module, and on our server/database.

Past Week Accomplishments

Katie

I found an example project someone built in Unity that allowed them to interact with robotic arms in a realistic way using VR. I think that this will help us learn how we will be able to build the shoulder joint that we need. I also helped split up the work between the team so that we were able to establish the tasks everyone would be working on for the next sprint or two.

Nate

I worked on setting up the database with Willem as well as looking through a Unity project that Katie linked us in order to determine if we could use some of the mechanics that they utilized to achieve movement in our models.

Bailey

I worked on basic graphics for our selection screens, mostly with what happens after clicking a button.

Willem

Over Winter Break, I worked on finishing up a simple menu screen. Since starting classes again, I was in charge of getting a virtual machine from the ETG and getting it set up. I also worked on setting up the database with Nate.

Caroline

I worked on creating a screen sketch of our quiz module as well as creating a basic graphic for a user's home screen.

Pending Issues

Individual Contributions

Name	Hours This Week	Cumulative Hours
Katie	5	5
Nate	6	6
Bailey	4	4
Willem	8	8
Caroline	4	4

Plans for the Upcoming Week

Katie

My goal for the upcoming week is to learn about Joints in the Unity framework, try a few examples, and then start building a shoulder joint (detached from a body) that we can interact with in VR.

Nate

I plan on working more on the database with Willem, as well as continuing to try and get the arm up and working.

Bailey

Since I've figured out how to trigger a button, the rest of my tasks for this sprint should go faster. I'll make the actual buttons we'll need on screens (module selection, guided module, user performance dashboard) and try to switch between them.

Willem

I plan to work on beginning the server code to connect the application with the database.

Caroline

My goals for the upcoming week are to finish the graphics for the user's home screen as well as making graphics for user profile selection.

Summary of Our Weekly Advisor Meeting

We discussed how we have split up our work between the team and how we plan on having the different parts of our system interact with each other. After that we talked about our current sprint and our goals for reaching an MVP. Dr. Rover suggested we look at other related products in the industry as well as research papers. This could help us find resources for our project as well as what a potential collaboration could provide us. We also updated Dr. Rover on what we have done so far, such as creating the database and thinking about using the example code we found for arm movement in our own project.