

Team 21

Project Title: Real Time Data Visualization

Date: 9/27 -> 10-2

Members:

-Individual 1 - Ami Ikanovic

-Individual 2 - Parth Padmanabhan

-Individual 3 - Isaac Littler

-Individual 4 - Scott Fank

-Individual 5 - Zahydee Machado

-Individual 6 - Benjamin Kelly

-Individual 7 - Elizabeth Nelson

What we've accomplished in the past week/what we've been researching

- Researched available platforms and hardware
- Finalized a hardware solution
- Finalized a visualization software solution
- Completed requirements

What we're planning to do in the coming week

-Individual 1 – Ami Ikanovic - Research API layer creation and existing weather API standards

-Individual 2 - Parth Padmanabhan - Check out the Hololens 1 to understand the hardware. Look into developing applications for the Hololens using Unity.

-Individual 3 - Isaac Littler - Investigate historical data sources and free weather API's. Looking into what is needed to make our own standardized API to support various sources.

-Individual 4 - Scott Fank - Research existing Hololens applications, specifically those focused on data visualization. Examine popular augmented reality user interfaces.

-Individual 5 - Zahydee Machado - Read Unity documentation on hololens development and familiarize myself with the development tools. Look for similar projects and take note of their approaches on data handling and visualization.

-Individual 6 - Benjamin Kelly - Researched information about developing with Microsoft Hololens. Also looked into Unity or Unreal engine for developing the Mixed Reality data streams.

-Individual 7 - Elizabeth Nelson - Research existing visualization techniques for different types of weather data and which ones would be most feasible to use in Unity.

Issues we had in the previous week

- Final decisions on platform and requirements
- Dealing with budget restrictions on hardware
- Finding non subscription based APIs for weather data