

Team 21

Project Title: Real-Time Data Visualizer

Date: 10/10/21

Members:

Elizabeth Nelson

Ami Ikanovic

Parth Padmanabhan

Isaac Littler

Benjamin Kelly

Scott Fank

Zahydee Machado

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

Elizabeth Nelson - Unity application development research + hololens integration research / Project Plan

Ami Ikanovic - External weather data API sources availability and constraints / Project Plan / Lighting Talk

Parth Padmanabhan - Rented the Microsoft Hololens to test its capabilities / Gantt chart for Project Plan/ Unity setup

Isaac Littler - External weather data API sources availability and constraints / Project Plan / Lighting Talk

Benjamin Kelly - Researched Hololens OS and integrations / Project Plan

Scott Fank - Hololens specifications, integrations and documentation / Project Plan

Zahydee Machado - Unity visualization techniques and tools / Project Plan / Lightning Talk

What we're planning to do in the coming week

Elizabeth Nelson - Continue exploring HoloLens applications created in Unity. Explore HoloLens Emulator and other tools for testing applications. Research weather display constants in the industry.

Ami Ikanovic - Organize and select exact external API's we plan to incorporate. Come up with a plan how we can source multiple API's for application to maintain no API costs

Parth Padmanabhan - Setting up a Unity hub for the group and make classes/assets for the project

Isaac Littler - Organize and select exact external API's we plan to incorporate. Come up with a plan how we can source multiple API's for application to maintain no API costs

Benjamin Kelly - Select external APIs for use with the Hololens OS, Unity and integrating data streams

Scott Fank - Examine/compare data-visualization Hololens apps. Research the Mixed Reality Toolkit. Continue exploring Hololens tools, limitations, and instructions for optimal operation.

Zahydee Machado - Research Unity shader graph and particle system programming documentation to see if they are viable options for creating some of the application's graphics.

Issues we had in the previous week

Elizabeth Nelson - Finding applications which exist for the HoloLens outside of the academic and business world

Ami Ikanovic - Finding an a singular external API that would allow us to source all data for free

Parth Padmanabhan -Unity setup and learning how to develop unity "games" for the hololens

Isaac Littler - Finding an a singular external API that would allow us to source all data for free

Benjamin Kelly - Finding time to meet with my team and trying to find resources for the Hololens first generation not the second generation

Scott Fank - Avoiding outdated Hololens instructional documentation/general information.

Zay Machado - Lack of information on the approaches of some existing applications towards visualizing this type of data.