

Team 21

Project Title: Real-Time Data Visualizer

Date: October 17, 2021

## 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

-Individual 1 - Ami Ikanovic - Worked on Design Documentation Assignment / API standardization research / API selection

-Individual 2 - Parth Padmanabhan - Created Unity projects / started working on AR Sessions using the Vuforia engine

-Individual 3 - Isaac Littler - Openweather API testing, Historical Data research

-Individual 4 - Scott Fank - Examined/compared options for sharing HoloLens media, continued exploring other HoloLens tools, limitations, and instructions for optimal operation.

-Individual 5 - Zahydee Machado - Worked on Design Assignment / Unity Shader programming research

-Individual 6 - Benjamin Kelly - Unity Programming research, hololens implementation research / lightning talk

-Individual 7 - Elizabeth Nelson - Researching the Microsoft HoloLens Emulator and its Unity application

## What we're planning to do in the coming week

- Individual 1 - Ami Ikanovic - Start to plan out our internal API and server. Come up with designs with Isaac on how we want it to work and look / Pick data format we want to use
- Individual 2 - Parth Padmanabhan - Have interactive models ready for use in unity / Understand the different assets available to use for the project
- Individual 3 - Isaac Littler - Develop internal API with Ami to standardize our data flow. Register project with Openweather to access student API plan
- Individual 4 - Scott Fank - Start gathering the tools/information that are required for a rough "proof of concept's HoloLens application
- Individual 5 - Zahydee Machado - Experiment with creating spherical shaders in Unity with fake data points
- Individual 6 - Benjamin Kelly - continue research and experiment with Unity AR development
- Individual 7 - Elizabeth Nelson - Continue trying to implement applications for the Microsoft HoloLens Emulator, Practice using/programming within Unity

## Issues we had in the previous week

- Individual 1 - Ami Ikanovic - Did not have a lot of time to work on project because of other assignments, projects and exams
- Individual 2 - Parth Padmanabhan - Applying the Vuforia asset to the Unity project / Finding the right tutorials that I can use for the project
- Individual 3 - Isaac Littler - No major breakthroughs in a solid global api for non weather data, looking through WHO datasets.
- Individual 4 - Scott Fank - Updating compiled HoloLens 1 information for HoloLens 2 (Microsoft documentation formatting isn't as consistent as it could be)
- Individual 5 - Zahydee Machado - Not finding information on some of the topics researched
- Individual 6 - Benjamin Kelly - Not much time this week due to midterms
- Individual 7 - Elizabeth Nelson - Not as much time to work on the project, Emulator wouldn't properly launch and struggled to find detailed documentation for how to use it