



# PROJECT SPEARHEAD

## OUR WEEK IN RECALL

This week we started out by showing our posters and branding material to Ruth. We had finished a few rough ideas during week one and wanted to make sure we were headed in the right direction. Well, we weren't.

This left us with some work to do once Tushar made it back from PAX. So on Wednesday we had our second major team meeting. The idea was that we needed to brainstorm the feedback Ruth gave us and come up with Poster ideas that better represented our project. Also, we needed to get organized and get started on our 20 deliverables for our project.

After we created a plan for our first two prototypes we split off and got to work. Tushar and Frank began work on the prototypes, while Austin and I got to work on completing the projects branding (website, logo, half sheet, etc).

As we near the end of the week we are still in work mode. Progress continues on the first two prototypes as Austin and I finish our work we will start contributing art assets needed by Frank and Tushar.

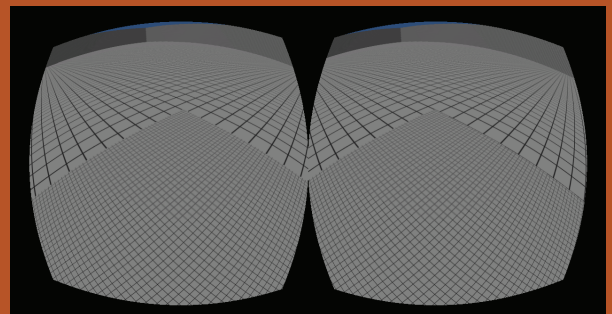
## WHAT WE ACCOMPLISHED

The biggest thing we accomplished was getting organized. We have a roadmap to our first official two tests of the Oculus Rift, one being a motion test and the other being a series of gesture tests. The work is going well on both, but we are noticing some issues that come with the Oculus. One of these is that enclosed spaces are dangerous. The motion tests require us to create a hallway very

similar to the 2nd Floor of the ETC. Our first though was to construct some quick walls in Unity that mimic the 2nd floor's walls. It turns out that such measurements, though not claustrophobic in real life are very claustrophobic in oculus vision. And so we are remodelling our first test map.

Other than that, our first section of the gesture test is nearing completion, the newsletter template is done, and the poster is finished.

It takes a lot to get a project moving. Each of us has many other responsibilities to worry about, and while it may seem like we are falling behind with 2 weeks down and no deliverables finished out of the 20 promised; it's important to remember that building momentum is a project in it of itself. Even a 4 person project is a large beast to move, but in week 2, we've managed to lumber our first step forward.



We also learned to be careful with certain textures on the Oculus.

## WHAT'S NEXT

Once we have completed our first two tests for the Oculus we will do an in-house playtest (making sure the tests actually test for what we are looking for). Then we will refine and put them away for Friday. In the interim we'll move on to our next deliverables. Come Friday we'll perform our first testing day.