



PROJECT SPEARHEAD

OUR WEEK IN RECALL

This was a week of progress and planning, if I had to name it, I would call it the 'First week of the rest of our project'.

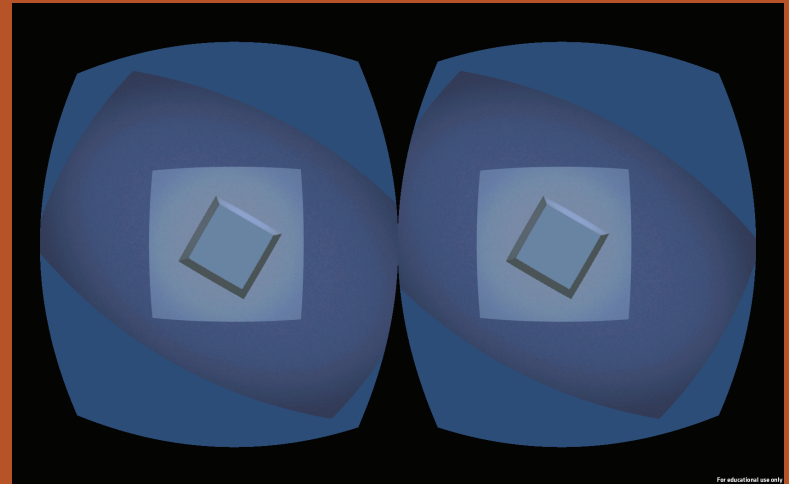
We had several meetings throughout the week, especially during the first three days. These were mainly organizational meetings where we discussed the progress we had made in regards to our first set of tests and looked forward to figure out what would be next for our team. On Wednesday we sat down for about 2 hours to go back over some of our decisions and finalize everything that had been talking about. We now have a clear view of our next few weeks until the week after quarters.

Thursday and Friday were working days. Tushar is completing the last of our Gesture Tests and Austin started on a new set of tests focusing on Art assets.

WHAT WE ACCOMPLISHED

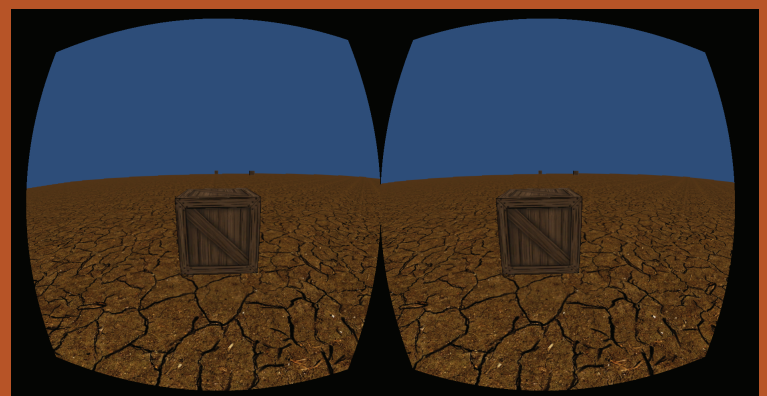
The biggest thing we accomplished was to plan out our next several weeks. We will be working on tests until the week following quarters. After that we are going to switch over to prototypes. This decision ended up being a catalyst to us focusing our testing efforts. We went through our lists of test and began to distinguish which test were important to us.

Beyond general planning we have our first date set aside for testing. Since we are putting the final touches on our Gesture Test today and tomorrow we are going to invite testers in on Sunday. Currently we have 2 out of 4 tests complete with the other two at about 50%.



Our 'Tracking Resolution Test', the user turns their head to line the light colored cube up with the hole and pass through.

Simultaneous to Tushar's work, Austin is starting work on a series of Art Tests designed to see how the Oculus's fisheye effect might distort art work.



WHAT'S NEXT

While Austin and I focus on the Art Tests, Tushar and Frank will be working on getting several forms of input working in Unity (X-box controllers, Razer Hydras, etc.). Once these two tasks are done we will meet together again to tackle a group of Control Tests and perform our Motion Tests.