Week 5 was mainly about prepping for quarters. As a part of our ETC requirements we have to present our progress to the faculty in process called quarters. Basically the faculty walk around in groups of 3 or 4 and attend 20 minute presentations given by the teams. The main function is to get a handle on what each team is planning to do and whether or not their project is heading in a direction the faculty deems reasonable. It’s not a graded exercise; the purpose is to give teams feedback and help them plot out the rest of their semester.

Other than that we were focused on moving forward with our next two categories of testing, control and motion.

Our quarters presentation went well. After checking in with a few faculty members and going over the impressions each of the team members had we’re going to count this as a win.

The first objective and one of the most critical things to achieve during quarters is to accurately communicate what the project is to the faculty. We managed to achieve this by displaying the finished deliverables in the form of the tests we’ve been working on. We had several of these booted up for the faculty to try out. This gave them a first hand look at the tests we are creating and how we are conducting them.

We also detailed our semester schedule and predictions on the number of tests/prototypes we are looking to complete. We supplemented these numbers with our definitions of tests and prototypes.

Tests are smaller Unity executables that help us learn about the Oculus Rift. We are planning to have at least 14 of these completed. Prototypes are larger deliverables and more focused on being a fun and unique Oculus Rift mini-game. We plan to have somewhere between 5 and 10 of these by the end of the semester, depending on how in-depth we take each one.

The feedback we’ve received from quarters has been positive across the board. Everyone understands what we’re trying to do, and agrees with our current approach. Beyond that, the faculty was pleased with our current progress of 8 finished deliverables. In short, we’re headed on the right path.

We’re moving into our final week of testing, week 6 is the deadline we’ve imposed on ourselves. This week we’re focused on finishing the Control and Motion Tests and setting up our move onto Prototypes.