



PROJECT SPEARHEAD

OUR WEEK IN RECALL

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. Its not a graded exercise; the purpose is to give teams feedback and help them plot out the rest of their semester.

Other that we were focused on moving foward with our next two catagories of testing, control and motion.

WHAT WE ACCOMPLISHED

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 achiecve 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.

TEST	DELIVERABLES						
	DESCRIPTIONS	UNITY FILES			TESTED?	RETESTED?	
GESTURE TEST	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		RESOLUTION	FATIGUE	SPEED	CAMERA		
ART TEST	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		COLOR	PLACEMENT	FONT	TEXTURE		
MOTION TEST	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		WALKING	CAR	MERRY-GO ROUND			
CONTROL TEST	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		180° QUICK TURN	SENSITIVITY	VERTICAL FLIP			



The form we used to illustrate the status of our deliverables.

The feedback we've recieved from quarters has been postive 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 delveribles. In short, we're headed on the right path.

WHAT'S NEXT

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.