Free Skies

Overview

For Milestone two we completed all our required objectives broken down into the following tasks

Acquired our own personal Oculus Go set

Acquire video for test video from the Scott Center

Start the construction of a database management system

In the process of deploying the demo on the VR headset

Experiment with Animation and decide how we would create specified features

Applications Used

We are using Firebase, and for code collaboration Unity collaborate and Github

Meeting with the Scott Center (10/22/2019)

Talked About Videos

Communication Expectations

Types of questions wanted to be asked

Looking at the project from a 3d Vista perspective

Video for test demo

https://drive.google.com/file/d/1azTIwCr76O7CvyrSY8W3v_xL-V-Rlome/view?usp=sharing

Animation Test

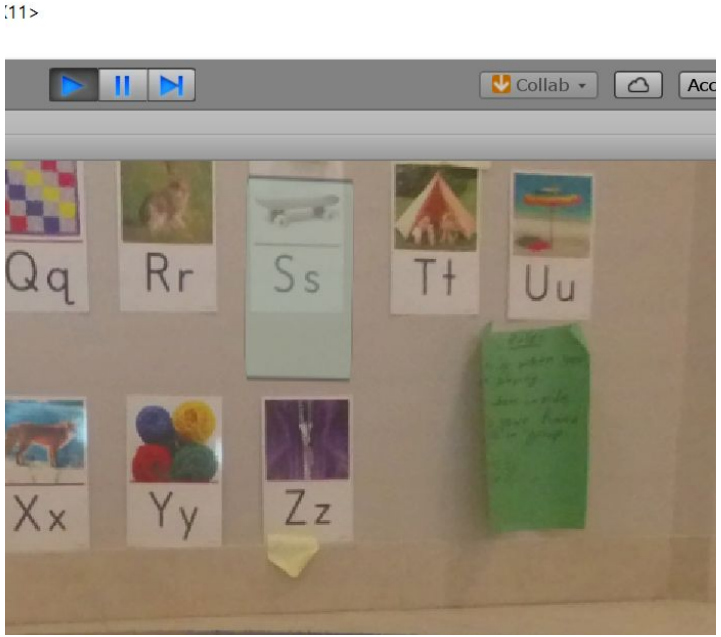
We are going to:

Use sprites for selection menus

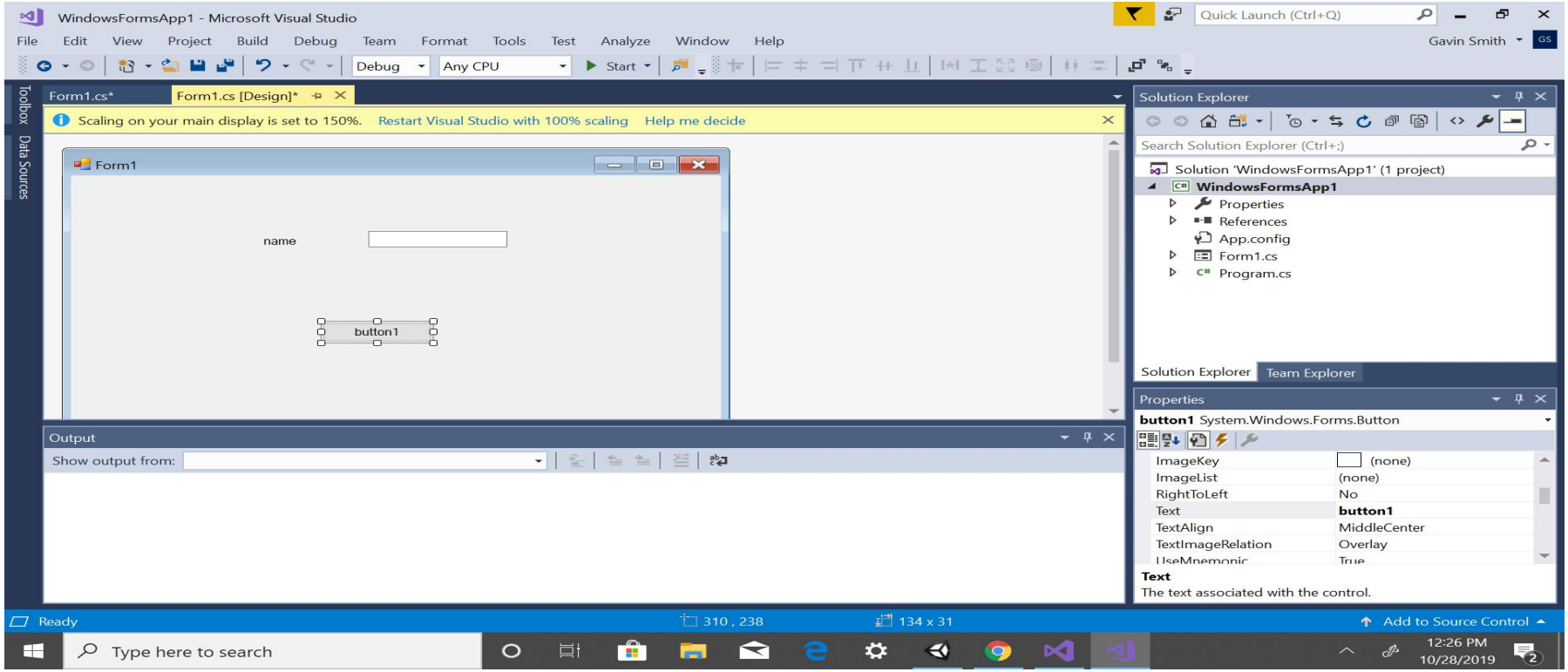
Use transparency

Highlight functions

All UI widgets are connected to scripts



Database


WindowsFormsApp1 - Microsoft Visual Studio
File Edit View Project Build Debug Team Format Tools Test Analyze Window Help
Debug
Any CPU
Start
Form1.cs*
Form1.cs [Design]*
Scaling on your main display is set to 150%.
Restart Visual Studio with 100% scaling
Help me decide
Form1
name
button1
Output
Show output from:
Solution Explorer
Search Solution Explorer (Ctrl+;)
Solution 'WindowsFormsApp1' (1 project)
WindowsFormsApp1
Properties
References
App.config
Form1.cs
Program.cs
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Properties
button1 System.Windows.Forms.Button
ImageKey (none)
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RightToLeft No
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Text
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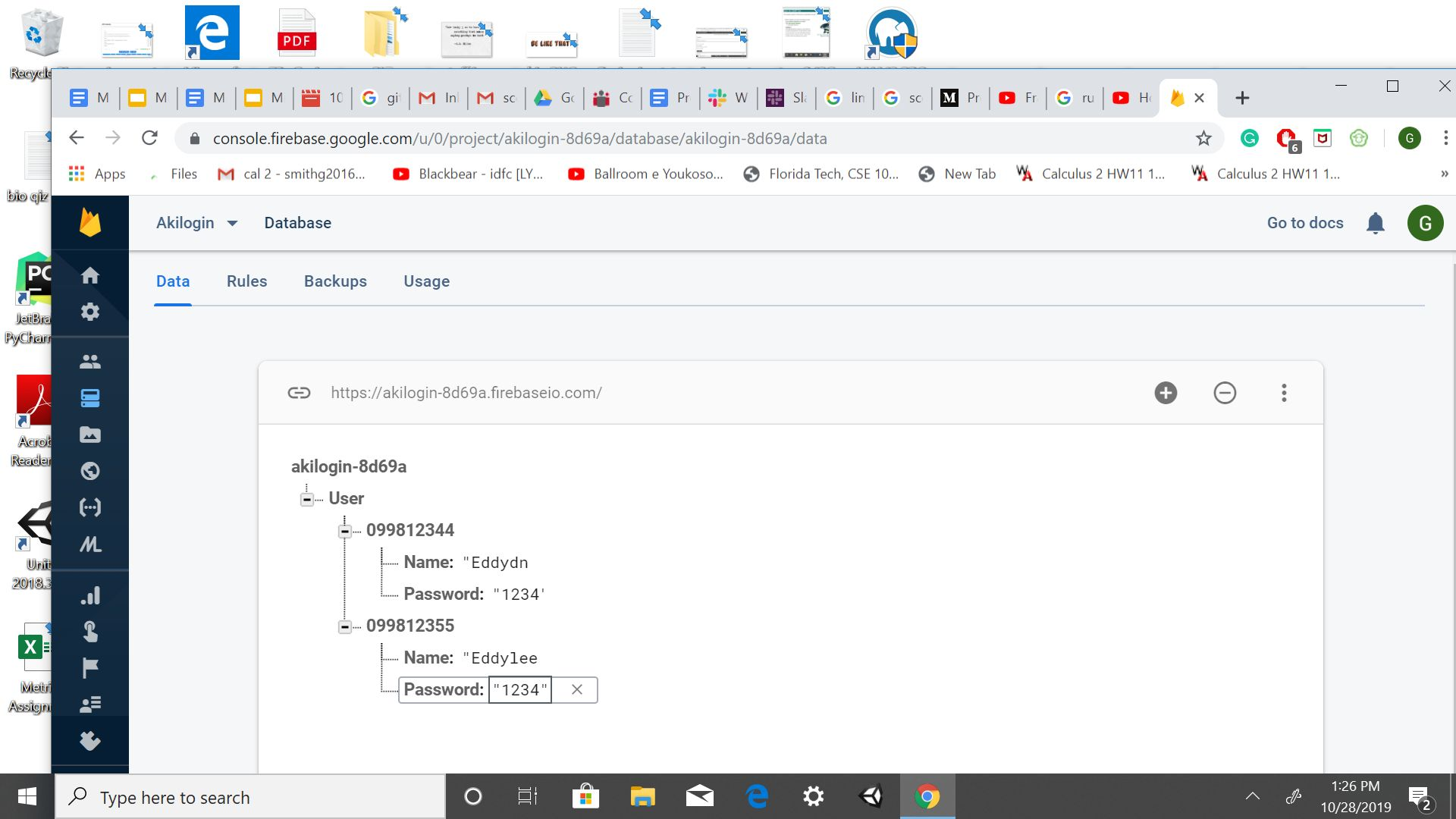
10/28/2019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10/28/2019

Oculus Go

Reasons for acquiring our own Oculus Go

- We had to go to the library every time we needed to test
- You need a phone to develop your Oculus connected to account
- This gave us more freedom to experiment

Milestone three

- Requirements meeting with the Scott Center for each aspect
- Create a functional level and be able to test the data collection aspects
- Create a simple individual platform for the therapist that is linked to the trainee database
- Host a test run with the Scott Center therapists and consolidate the requirements document, making changes where necessary
- **Overall complete the proof of concept**

Current Limitations Overview

Collaboration platforms

Video Implementation on Oculus

Database

ANY
QUESTIONS?