## sdmay18-07: InfraDrone UAS Data Display VR Portal Android Application

Week 8 Report November 7 - November 14

#### **Team Members**

Evan Snitkey — Project Manager Yangxiao Wang — Web Master David Schmadake — Quality Assurance Blake Agey — Scrum Master

## **Summary of Progress this Report**

We were able to render 3d objects on the application. We made progress with the VR component of our application; we are trying to fix a crash for a 3d object renderer library we found. We created functioning data viewers for images and documents, this needs to be merged into our current application.

### **Pending Issues**

We do not have a VR headset to properly test our VR progress so far. We will be trying to obtain one over the next few weeks. We have a crashing issue with the VR component that we have developed so far, which we need to fix. We also need to figure out how to combine all of the separate features we have been working on into our current functional application.

# **Plans for Upcoming Reporting Period**

We will be continuing our plans for the current iteration. We will be attempting to finalize a working Prototype VR app and create a working data viewer for all types of data.

#### **Individual Contributions**

Team Member	Contribution	Weekly Hours	Total Hours
Evan Snitkey	Evan spent the week making progress on the simple VR application for demoing purposes. He got a basic VR application working, so he integrated it into the application. He upgraded the simple VR application to accept obj files using a library we found online, but it is now crashing every time the application opens. He will be working with Yangxiao to finalize this VR component and properly merging it into the application.	7	43
Yangxiao Wang	Yangxiao finalized the structure of the base application and fixed many of the folder structure bugs we had. We can now display client data in the application and the data is ready to be implemented into our viewer	7	51

	components.		
David Schmadake	David made progress on the document and standard image viewer. He has the viewer working and is currently trying to implement the functionality into the application so that we can apply it to client data.	7	38
Blake Agey	Blake made progress on the 3D object viewer.  He has a 3d .obj image rendered on the application and it spins. He is working on the touch input to spin the object and then merge it into the application so that we can take that functionality and apply it to the client 3d object data.	7	43