

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

Week 8 Report

November 7 - November 14

Team MembersEvan 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

