

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

Week 9 Report

November 14 - November 21

Team Members

Evan Snitkey — *Project Manager*

Blake Agey — *Scrum Master*

Yangxiao Wang — *Web Master*

David Schmadake — *Quality Assurance*

Summary of Progress this Report

We are continuing work on this iteration. We are working on trying to create a functional .obj parser for the complex objects that include .mlt files for texture mapping. This has been troublesome because none of the libraries that we have tried so far are working well and we might have to end up building our own from scratch. We got a working prototype VR application set up and ready for demoing. Image and document viewing is almost complete.

Pending Issues

We are having trouble with getting a library to work for parsing in textures in advanced .obj files. We also have a bug that we are trying to fix involving invalid parsing on the code that we are writing right now to parse in the advanced .obj files.

Plans for Upcoming Reporting Period

We are going to continue working on the application and try to get all of the predefined deliverables completed by the next period. The last week we will plan on finalizing the application and finishing all of the documentation as well as the website and preparing for the final semester presentation in two weeks.

Individual Contributions

| Team Member | Contribution | Weekly Hours | Total Hours |
|--------------|---|--------------|-------------|
| Evan Snitkey | Evan spent the last week developing the sample VR application to demo. He accomplished this goal and extended it to implementing the advanced .obj files that include textures. This is still in production and will be worked on throughout the next semester as well. | 12 | 55 |
| Blake Agey | Blake spent the week setting up the .obj viewer within our application. He got screen swiping working within the application and is working with Evan to try and get the advanced .obj files with textures to parse in properly. | 12 | 55 |

