

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

Week 10 Report

November 21 - November 28

### Team Members

Evan Snitkey — *Project Manager*

David Schmadeke — *Quality Assurance*

Blake Agey — *Scrum Master*

Yangxiao Wang — *Web Master*

### Summary of Progress this Report

We continued work on this iteration. We were able to fix the file not found bug that we were having trouble with last week. We also reconfigured our app to match the new database because the database was updated. Our application is almost at a state that we can demo for our presentation, we just need to combine all the parts.

### Pending Issues

We are still having trouble with getting the advanced mlt textures to parse in. There is a shader error while trying to parse the textures. This will be pushed into next semester due to time constraints. We are having trouble with displaying images and documents due to how you need to download the files before displaying them in Android.

### Plans for Upcoming Reporting Period

We will be getting our application to a compiled, demo-ready state for demoing. We will also be taking the simple teapot VR application that we created and using the grain elevator instead for the simple VR application demo as part of the end of semester presentation. We will be finalizing the design document, project plan, and website and preparing for the presentation on Tuesday.

### Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours
Evan Snitkey	Evan worked with Blake and spent the whole last week trying to get the textures to parse correctly for the mtl files as part of the .obj files. There is a shader error while parsing, so this will be pushed into next semester. He also was able to get VR running properly for simple obj files without textures.	15	70
David Schmadeke	David continued work on the image and pdf file display functions. He will doing his best to finish this piece so it can be a part of our end of semester presentation.	12	60

