**sdmay18-02: Augmented Reality Mechanical Design Solution**
Week 2 Report
September 11 - September 15

## Team Members

Bhimesh S. Chauhan  — *Client Coordinator, Project Manager, Backend and Pipelining Team*
Vaibhav Malhotra  — *Backend Developer*
Cole Chapin  — *UI Design Engineer*
Ryan Luck  — *UX Engineer*
Cal-Vert Wong  — *Pipelining*

## Summary of Progress this Report

We have following issues addressed this week:
1. Establish a relationship with client and get their perspective on the deliverables and outline the formalities.
2. Design the first draft of high level software architecture and be able to clearly quantify design parameters for each sub-team.
3. Make and prepare for the presentation to the class and practice it with the team.
4. Play around with basic technologies related to various team roles and report on timeline and the basic concept to complete the checkpoint.

## Pending Issues

We have following pending issues for the next week:
1. Meet the client when they visit and form a better relationship with them with understanding of the project and their expectations.
2. Meet with the advisor to get advice on our sub-team ideas on technologies we can use.

## Plans for Upcoming Reporting Period

We have following upcoming reporting period:
1. Push first progress to repository and progress report to the team next week.
2. Have tech meeting with the team to get coding review and help if needed in any subject area.
3. Get permission to test out our design on a vr/ar headset.

## Individual Contributions

| Team Member | Contribution | Weekly Hours | Total Hours |
|---|---|---|---|
| Bhimesh S. Chauhan | Development on the graphics rendering and software architecture design for first checkpoint. | 7 | |
| Vaibhav Malhotra | Software Architecture Design and Backend calculation in terms of OpenGL design patterns. | 7 | 14 |

| | | | |
|---|---|---|---|
| Cole Chapin | Worked on designing the UI and sketches of ideas and some development of UI on unity. | 8 | 15 |
| Ryan Luck | Concept sketch for User Experience and feedback on the UI design form the perspective of customers. | 6 | |
| Cal-Vert Wong | Design pipeline and understanding of the architecture of file conversion and research on the binary transformation of file for various existing schemes like pdf to word. | 8 | 15 |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |