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## sdmay18-02: Augmented Reality Mechanical Design Solution

### Week 7 Report

October 29 – November 5

### 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*

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### Summary of Progress this Report

We have following issues addressed this week:

1. More researches are going on to create a virtual space
2. More researches are going on to build a UI

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### Pending Issue

We have following pending issues for the next week:

1. Creating a virtual space
2. Rendering a virtual space

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### Plans for Upcoming Reporting Period

We have following upcoming reporting period:

1. Create a better virtual space
  2. Continue researching on more precise positional tracking in virtual space
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**Individual Contributions**

Team Member	Contribution	Weekly Hours	Total Hours
Bhimesh S. Chauhan	<ul style="list-style-type: none"><li>• Render multiple cubes with OpenGL and OpenVR</li><li>• Fixed website</li></ul>	7	63
Vaibhav Malhotra	<ul style="list-style-type: none"><li>• Render multiple cubes with OpenGL and OpenVR</li><li>• Found more info about OpenVR</li></ul>	7	49
Cole Chapin	<ul style="list-style-type: none"><li>• Research on UI</li><li>• Develop a simple UI with Visual Studio</li></ul>	7	47
Ryan Luck	<ul style="list-style-type: none"><li>• Research on UI</li><li>• Learn about features in CAD software</li></ul>	8	48
Cal Vert Wong	<ul style="list-style-type: none"><li>• Create a GUI for parser</li><li>• Research on OpenGL</li></ul>	6	49