EE 491 Weekly Report - MAY15-05
Week 2 (09/08/14-09/14/14)

Advisors: Tien Nguyen
Client: Intelligent Solutions Group, John Deere, Urbandale
Members:
Jesse Walther, team leader
Brian Moran, key concept holder
Haoyu Liu, webmaster
Tanner Hildebrand, communication leader
Sang Han, testing leader
Project Title: Augmented Reality Mobile App for Vehicle Maintenance

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Weekly Summary

This week we continued to orient ourselves to the project and discuss with John Deere what this project would entail and how the wanted us to build it. Through out the week we spent some time brushing up on mobile development, mostly oriented towards Android, and prepared notes/questions for our meeting with the client from John Deere.

After the meeting with the people from Deere we had to adjust our planning and strategy a little bit to focus on iOS development to better meet the JD market for this application. With that it was clear that we would have to do a lot more learning on the subject. Following this meeting and a team discussion we decided on a sort of 'hackathon' approach in which we start coding/developing any basic things in iOS to generate a foundation for future development.

The John Deere clients suggested an iterative approach to the development of this application because the constraints and fuzzy time lines which were a part of their development system.

Meeting notes:

02SEPT14 – Meeting with John Deere
Duration: 1hr 15min

Purpose and Goals:
Meet our project client and discuss the requirements and expectations from the project as well as basic time lines. Be introduced with the market/styles of development that we should be using and how best to begin developing for them.

Achievements:
After discussion with the John Deere people we had a much better understanding of what we were working towards and what they were looking for. We were able to start focusing our project towards a beginning development stage through exploration as they suggested. We worked out some tentative scheduling and a meeting plan for communicating with the John

Deere clients as well as established some great starting points for beginning to produce and application that will be useful to the John Deere customers.

Pending issues
1. how to do iOS programming without Mac…
   a. Hackintosh
   b. Virtualization
   c. 3rd party deployment software

Plans for next week
Describe who will do what
1. <u>Jesse</u>: Begin sketching screenshot/design ideas, work on project plan. Begin experimenting with iOS app creation through Swift and/or XCode
2. <u>Tanner</u>: Begin to put together basic project plan skeleton from example, continued exploration of Swift/XCode
3. <u>Haoyu</u>: Continued exploration of the iOS platform and web environment
4. <u>Brian</u>: begin development of project plan and outlining of requirements for iterative presentation to JD
5. <u>Sang</u>: gathering some existing application designs so that we can use it as an example, and continue studying Swift/XCode

Individual Contributions
<u>Jesse</u>: Attend meeting, begin researching iOS development, study MyJohnDeere data API, watch tutorials on Swift programming, commence design sketches (4 hr)
<u>Brian</u>: I attended the meeting, setup the meeting room (2 hrs), researched method for coding for iOS on a windows machine (1 hrs)
<u>Haoyu</u>: Attend meeting, working on studying web server language. I taught myself how to use JSP (6 hr)
<u>Tanner</u>: Attend meeting, attempt to set up for iOS development, study Objective-C, prepare weekly report (5 hr)
<u>Sang</u>: Attended meeting, I did research on mobile application design, tried to set up android/iOS environment and development, and studying Swift and XCode. (5 hr)

Total contributions for the project
Jesse Walther (6 hr)
Brian Moran (3 hr)
Haoyu Liu (6 hr)
Tanner Hildebrand (5 hr)
Sang (5 hr)