

EE 491 Weekly Report - MAY15-05

Week 3 (09/09/14-09/21/14)

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

Weekly Summary

This week we continued to attempt to set up for iOS development as best we could despite not having every team member on a Macintosh system. We developed some rudimentary design ideas to submit to the ISG in order to start pushing our development in the direction in which they would like to see it go.

Individually we continued to learn more about the iOS platform and the resources available to us (both from ISG and what we can gather on our own) and looked for methods to drive testing of the application.

Meeting notes:

15SEP14 – Group Meeting

Duration: 1hr

Purpose and Goals:

Our primary purpose with the meeting was to identify key initial tasks as well as work out the kind of support we will need from ISG and to identify the primary barriers to us initially. We also wanted to begin some application design/planning in order to present to the ISG and gather feed back for them to continue to help guide us towards the product that they want to see realized.

Achievements:

During this meeting we were able to determine a few key starting questions for our client in order to get us started along the appropriate paths. We decided to look into acquiring old iPhones on which to test our application and identified some options for us to try to develop for iOS. A very viable option for an Augmented Reality library was identified and looks to be our current primary resource for the project. A rough sketch of our starting design was created

for us to start working off of in creating design ideas and plans to submit to the ISG.

19SEPT14 – Phone Meeting

Duration: 30 min

Purpose and Goals:

This meeting was purposed to coordinate with the ISG and continue to update them on our status. In this meeting we wanted to present a few questions and them know of any outstanding issues we still had.

Achievements:

Our questions which we identified in the previous meeting were answered so that we are able to continue moving forward with developing our plans. We also received approval for acquiring an old iPhone through the ISG in order to test our application in the future. We were able to give a small status update and our client requested a general design idea in the coming week for them to comment on.

Pending issues

1. Developing for iOS remains an issue for team members without a Mac environment
2. Licensing issues over libraries for Augmented Reality
3. Complete NDA and other paperwork by next week

Plans for next week

Describe who will do what

1. Jesse: Set up meetings with clients and force contact with advisor, demo mock screens to client and initiate basic project/plan.
2. Tanner: Find any way at all to develop for iOS, start using Objective-C to develop basic iOS applications, continue to refine and brainstorm design ideas, work on project plan
3. Haoyu: I plan to figure the web phone out so that we can make the phone meeting available at first next week. Then learn some about the Xcode.
4. Brian: Attempting to dual-boot mac iOS on personal computer, if not workable plans to use lab computers to start working with Xcode this week.
5. Sang: Continue exploration of XCode and start using Object-C to develop basic iOS mobile applications. Find more useful tools that might help the team to develop and design.

Individual Contributions

Jesse: Continued experimentation with Xcode, communication with client and attempted communication with advisor, screen sketches and concept contributions (5 hr)

Brian: Attended meetings, searched for testing materials, and researching iOS development. (3 hrs)

Haoyu: During this week our team are trying to figure out what does the app look like. Thus I m think ing about the screen sketches and trying to draw some of them. Also I found some

websites that would be useful to help us develop apps. (6 hr)

Tanner: Attended meetings, continued to attempt to set up a platform for developing iOS applications, create weekly report, develop/brainstorm design ideas (6 hr)

Sang: Attended weekly phone conference, tried to set up iOS environment on Windows machine, and researched some tools to get some basic application design. (4 hr)

Total contributions for the project

Jesse Walther (13hr)

Brian Moran (8hr)

Haoyu Liu (18hr)

Tanner Hildebrand (15 hr)

Sang (10 hr)