

EE 491 Weekly Report - MAY15-05
Week 4 (09/22/14-09/28/14)

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 was spent preparing the project plan and gathering resources to begin development for the application. We continued struggle to find resources that would allow us to develop on the iOS platform but the possibility of using the Macintosh computers in the TLA on campus has become plausible. This week we've spent most of our time finalizing our plans to show to our client and get their comments and approval to start developing the application.

Our project proposal happens to correlate well to what our client would like to see so we able to use many of the same elements in both presentations. We completed most of the basis of our project proposal and now only need to refine it based on input from our client.

Meeting notes:

22SEP14 – Group Meeting

Duration: 1hr

Purpose and Goals:

This meeting was mostly a coordinational meeting to work out some scheduling in regards to meeting with our client and in how we would proceed in the short term to be able to move towards beginning production. We needed to discuss additional logistics such as accessibility to the testing device shared between the team. Finally we touched on things such as our project plan and screenflow/mock designs to show to our client.

Achievements:

As a team we were able to come up with only one additional meeting time which unfortunately didn't work for our client so we had to default back to our old meeting time. We were able to decide on a method to share the testing phone by storing it in a locker in Coover which every member of the team would have the number. Additionally we each agreed to brainstorm for the design proposal for the ISG in the coming week.

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. Contact Professor to complete NDA and other paperwork THIS WEEK

Plans for next week

Describe who will do what

1. Jesse: Coordinate with client, begin working towards first application demo
2. Tanner: Begin to use Xcode on campus computers to start learning iOS development, complete project plan, finish screenflow and app plans
3. Haoyu: Next week we have to come out some ideas.
4. Brian: set up Xcode system and begin working on first demo
5. Sang: Continue exploration of XCode and Object-C to develop mobile application for our project.

Individual Contributions

Jesse: Attend meeting, coordinated with client, explored application options (4)

Brian: Attend meeting, work on project proposal, research testing devices. was sick cut into work time. (4)

Haoyu: During this week we are trying to figure out what does the app look like and think about some questions for the phone meeting. Thus I m think about how to make the screens functional. I also get to know some thing about xCode. It cost almost 5hours. I m still trying to figure the web phone out.

Tanner: Attend meeting worked on project plan, screenflow, weekly report, setting up git and Xcode (7 hr)

Sang: Finally, got OS X and XCode on Windows system, set up stability OS X environment, and tried to get used to XCode. (6 hr)

Total contributions for the project

Jesse Walther (17hr)

Brian Moran (12hr)

Haoyu Liu (22hr)
Tanner Hildebrand (22 hr)
Sang (18 hr)