**Weekly Report**

**27/10/2017 - 07/12/2017**

Group ID: **1**

Project Name: Augmented Reality Food Menu

Prepared by: **Phu-Khoa Nguyen**

Team members:

1551034 – **Khac-Tuan Nguyen** *Team leader, Developer, Tester*   
1551001 – **Bao-An Nguyen Tang** *Designer, Developer*

1551047 – **Xuan-Vinh Nguyen** *Developer*  
1551016 – **Phu-Khoa Nguyen** *Developer*

# Achievements since last week:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **STT** | **Description** | **Due Date** | **Responsibility** | **%Complete** |
| 1 | Write PA1 - Project Description | 19/10/2017 | Phu-Khoa Nguyen | 100% |
| 2 | Review PA1 - Project Description | 20/10/2017 | Xuan-Vinh Nguyen | 100% |
| 3 | Write Project Plan | 26/10/2017 | Phu-Khoa Nguyen, Xuan-Vinh Nguyen | 100% |
| 4 | Review Project Plan | 27/10/2017 | Khac-Tuan Nguyen | 100% |
| 5 | Prototyping UI - 1st version | 25/10/2017 | Khac-Tuan Nguyen | 100% |
| 6 | Check feasibility of the approach: Vuforia for Unity + Android | 27/10/2017 | Bao-An Nguyen Tang | 80% |
| 7 | Check feasibility of the approach: Vuforia Android NDK | 27/10/2017 | Xuan-Vinh Nguyen, Phu-Khoa Nguyen | 80% |
| 8 | Check feasibility of the approach: create 3D models based on 3DSom application | 27/10/2017 | Bao-An Nguyen Tang | 80% |
| 9 | Create the almost perfect first 3D model | 01/11/2017 | Bao-An Nguyen Tang | 1000% |
| 10 | Prototyping UI - 2nd version | 02/11/2017 | Khac-Tuan Nguyen | 100% |
| 11 | Review UI prototype and give comments/suggestions | 03/11/2017 | Phu-Khoa Nguyen, Bao-An Nguyen Tang, Xuan-Vinh Nguyen | 100% |
| 12 | Revised Project Plan | 02/11/2017 | Phu-Khoa Nguyen | 100% |
| 11 | Write Vision Document | 02/11/2017 | Phu-Khoa Nguyen,  Xuan-Vinh Nguyen | 100% |
| 12 | Write Use-case specs | 03/11/2017 | Xuan-Vinh Nguyen | 100% |
| 13 | Review PA2 | 03/11/2017 | Bao-An Nguyen Tang, Khac-Tuan Nguyen | 100% |
| 14 | Decide a new approach to implement the application: implement mostly on Unity and some small parts on Java | 01/11/2017 | All of the members | 100% |
| 15 | Integrating Firebase into the application + implement a basic cloud function for ordering process | 12/11/2017 | Bao-An Nguyen Tang, Xuan-Vinh Nguyen | 100% |
| 16 | Create Staff scene (chef scene and waiter scene) in Unity | 12/11/2017 | Khac-Tuan Nguyen | 100% |
| 17 | Implement basic UI and decide approach for the first main function: Customize food | 18/11/2017 | Bao-An Nguyen Tang, Phu-Khoa Nguyen | 100% |
| 18 | Revised Vision Document & User-Case specs | 19/11/2017 | Phu-Khoa Nguyen, Xuan-Vinh Nguyen | 100% |
| 19 | Write Architectural document - 1st version | 19/11/2017 | Xuan-Vinh Nguyen. Phu-Khoa Nguyen | 100% |
| 20 | Learn to use Blender to perfect 3D models | 18/11/2017 | Khac-Tuan Nguyen, Phu-Khoa Nguyen | 70% |
| 21 | Assign detailed tasks for all team member | 24/11/2017 | All | 100% |
| 22 | Design final UI prototype | 26/11/2017 | Phu-Khoa Nguyen, Khac-Tuan Nguyen | 100% |
| 23 | Implement Waiter + Chef scene (UI, basic functions) | 29/11/2017 | Khac-Tuan Nguyen | 80% |
| 24 | Implement Order + Share function | 29/11/2017 | Phu-Khoa Nguyen | 80% |
| 24 | Implement Customize function | 27/11/2017 | Bao-An Nguyen Tang | 100% |
| 25 | Revised SAD and prepare for UI prototypes | 2/12/2017 | Phu-Khoa Nguyen, Xuan-Vinh Nguyen | 100% |
| 26 | Implement Order + Share function | 2/12/2017 | Phu-Khoa Nguyen | 90% |
| 27 | Implement Waiter + Chef scene (UI, basic functions) | 1/12/2017 | Khac-Tuan Nguyen | 100% |
| 28 | Implement core functions (communication between scenes, Firebase functions) | 3/12/2017 | Xuan-Vinh Nguyen, Bao-An Nguyen Tang | 80% |
| 29 | Revised others’ tasks and test | 3/12/2017 | Bao-An Nguyen Tang | 100% |
| 30 | Use Blender to make 3D models more beautiful | 3/12/2017 | Khac-Tuan Nguyen | 50% |

# Issues and impacts:

1. Not clear scenario (reviewed by TA)

# Next week's goals:

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| **STT** | **Description** | **Due Date** | **Responsibility** |
| 1 | Continue implement above functions | 10/12/2017 | All of the team members |
| 2 | Continue to create 3D models | 10/12/2017 | Bao-An Nguyen Tang, Phu-Khoa Nguyen |
| 3 | Use Blender to make 3D models more beautiful | 10/12/2017 | Khac-Tuan Nguyen |