Kapil Haresh Vigneswaren

4474685

27 March 2015

We had our first meeting with our project supervisor, where we went through the general requriements of the project. At this point, we have discovered that the main expectiation of the project would be to implement some form of information sharing between threads, and when possible, the functionalities should be run with multiple threads.

We also decided that due to our lack of experience with a game engine, it would make sense to work this out in C++, and consider to have little videos (like flash videos) implemented in the functions in order to give the live simulation effect. For example, if a user were to turn on the wipers in the car, the flash video embedded would switch to one with a video of car wipers in operation. However this has not been fully decided at this point in time.

30 March 2015

Over the weekend, I got Dyalan and Hui Jia to begin working on finding out how would visual C++, Visual Basic and Qt help us in the design process of the UI for the program. This was essential as this would allow us to decide which development environment we would be using. We decided the development environment should support the use of C++ as this was a language we commonly knew, and would save us time as we have a lot of features that we have to implement. Plus, implementing threads can get messy, hence at least having a language we know well allows us to have more time to work on getting the features to work.

In the mean time, I worked on the presentation that would be due at the start of week of week 7, which isn't too long from now. At this point I have a first draft of the presentation completed, so that it can be reviewed by the project coordinator. Shien Wee was tasked on trying to see if it would be worth modelling the cars by trying to come out with a model of a car in Lightwave.

We also met up with our project coordinator to get more information regarding the project. For now, we also decided that in addition to a simulation of the car systems, we should also have an infographic section that allows a user to click on a certain “hotspot” of a car like a door mirror or sunroof to be able to get a description of that part. The main goal of this would be to allow users to learn about the various parts of the car. We also went through regarding the types of systems we should simulation in the simulation section of the software. Lastly, we also would be adding a quiz system, to allow us to test the user about their understanding, so that the user would be able to find the sections of the car they should brush up on.

2 April 2015

We met with the project coordinator today to show a low level prototype of the infographic section of the software. We noticed that Visual Basic feels like it is limiting our program’s ability as the UI features are rather limited. In regards to this, we would be looking at Visual C++ instead. Qt was considered but the lack of user-friendliness made Visual C++ more appealing.

I managed to get a review on the presentation I prepared and have noted some changes that should be made to the presentation, mainly content and the colour selection. Shien Wee noted that the idea of modelling a car may not be effective in our situation, so we have decided to use a static image of a car instead from a stock photo as our base for the infographic section.

Over the holidays, I would be working on finishing the SRS and the presentation, while the rest of the group begin working on learning Visual C++ and starting to prototype with it.

6 April 2015

I have completed all the changes necessary for the presentation and completed the draft of the software requirements document at this point. Since it is now our break, I have emailed a copy of both to our supervisor to get his feedback on both documents. I would be working on the one page summary for our presentation today and will be completing it today. I will be meeting with my group after the holidays to discuss progress.