Kapil Haresh Vigneswaren

4474685

Monday, 2 March 2015

Today we had our first group meeting after the CSCI321 briefing by Luke. We mainly discussed about the challenges we may face by the project and points of concern (i.e. how should the keyboard be displayed on the screen - or should we even have a virtual display of the keyboard in the first place). We also took a look at a few implementations of a virtual keyboard game in conjunction with the Oculus which was found by Shien Wee on YouTube. We drafted out a couple of questions to be clarified during our meeting with Koren on March 3rd 2015.

Tuesday, March 3 2015

Our meeting with Koren mainly focussed on how to get up to speed with the game engine we will be using, Unity. Since we have not officially covered C# in uni before, Koren recommended us to take a look at some online lectures over the next week or so regarding the Unity engine. In addition, we also discussed regarding the various levels of the program, and the general idea of each level of the program which helped improve our understanding regarding the project at hand. At this point in time, we were recommended to get an idea of unity soon so we can start work on the first level of the program by Week 3.

After our meeting with Koren, we had an extra meeting to set out our diary deadlines and I set up a GitHub repo for the group to share our documents. In addition, I would be working on the basic introduction for the documentation of the project over the weekend.