**Individual Diary**

**Name : Dyalan Shanmugarajah**

**UOW ID : 4546167**

**Date : 2/3/2015**

The project criteria appears to be quite a lot of work and will indeed take a lot of time to actually accomplish. Hopefully, our group will be able to meet the deadline in time. Right after the said class, our group held a small discussion regarding what our topic for the project was about and what we could do beforehand to get a head start regarding the project. We decided to consult Ms. Koren the very next day regarding any uncertainties we had regarding the project.

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**Date: 3/3/2015**

We consulted Ms.Koren regarding the project today. We assumed that we should have started work directly as a game based project but Ms. Koren quickly corrected our thinking regarding this matter by giving us an overview as well as a step by step method on how she would like the project to be carried out. Ms. Koren has also provided us with the task of learning and understanding the unity and leap motion SDK beforehand so that when we do receive the equipment requested, we can begin work with it right away. Hopefully we are able to learn the unity and leap motion SDK without complications.

**Name:** **Dyalan Shanmugarajah**

**Date:** **3/8/2015**

We learned how the unity player works and also tried out a few tutorials which were provided. There are many pre-coded functions within unity which aided in my understanding of unity during the tutorials. We also obtained the Leap Motion device from Ms.Koren and tested it out. Overall, the device worked surprisingly well with minor bugs. We also then started researching about videos which can help us write our project. Our next step would be to decide how to utilize the SDK and program it in the way we want it to be.

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**Date: 15/3/2015**

On the 9th of March, we gathered just outside the project classroom under a large tree to discuss our roles for the first part of the project. We decided that Kapil and Wee would research about the many different kinds of typing tutor which existed today and find more ideas which we could possibly look into to incorporate into our project itself. Me and Elle were given the task of learning the unity components and also to use leap motion and light up specific fingers when requested to indicate which finger was to be used for each button. So far, we were only able to light up an object rather than the hands itself. However, I am sure with more practice we should be able to perform this task easily.