**Individual Diary**

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**Date: 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.

**Name: Kapil Haresh Vigneswaren**

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**Date: 3 March 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.

**Name: Kapil Haresh Vigneswaren**

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**Date: Sunday, 8 March 2015**

We had a group meeting this afternoon to start discovering the Leap SDK and see how it works. We initially spent some time to setup our computers, and calibrate the sensor to ensure it was able to pick up our gestures accurately. Subsequently, we tried running the sample programs that were provided in the Leap Motion AirSpace, the online app store for the Leap Motion. I did notice that the Leap performed significantly better on a Windows machine as opposed to a Mac, there was barely any latency when running on Windows.

We then took a look at this following links : <https://www.youtube.com/watch?v=Fyk0F--43Cw> and <https://www.youtube.com/watch?v=MBbWcniM0BM> to get an idea how we can work with the Leap. The second video gave a brief but clear example on how to write simple apps on the Unity engine. Hui Jia and Dyalan showed a simple animation they made on Unity as they were trying out the engine which required the use of the keyboard, however once we master C# (the scripting language needed to script with unity), we may script up the animation to control with Leap, just as a practice before we fully start off with writing the app.