**Individual Diary**

**Name: Ng Shien Wee**

**Date: 2/3/2015**

We met up with each other and I showed a few videos that was relevant to our project.

# “Oculus Rift DK2 - VR Typing Trainer“

<https://www.youtube.com/watch?v=tWO3YAbA3dk>

# “Oculus Rift and Leap Motion - Mini Games!”

<https://www.youtube.com/watch?v=X1QuYoF-NJs>

# “Leap Motion Controller Hands-On”

<https://www.youtube.com/watch?v=diRqpWdhjH0>

We talked about how the idea/concept of the typing tutor might be similar to one of the mini games shown in one of the videos above. We came up with some questions that might require clarification from the advisor.

**Name: Ng Shien Wee**

**Date: 3/3/2015**

Today we met the advisor for the first time. Koren gave us a brief introduction to the hardware we might be using, which is the leap motion. She also talked to us about the different game engines that we can use to develop the program. We were told to learn about the leap motion SDK and the unity engine. Ideas were also given on how we might able to develop the program, such as lighting up the correct finger when prompted on the key to type, focusing first on developing the program without the oculus rift, possible future developments of the program and much more.

We had a small meeting after meeting Koren, talked about how diaries should be submitted on the day of the meeting, setting up GitHub and assigning tasks to each other. I was assigned with the task of compiling the diaries and also come up with some requirements.

**NAME: Ng Shien Wee**

**DATE: 8/3/2015**

Today we had a brief group meeting. I was able to use the leap motion for the first time today. It wasn’t as accurate/powerful as I thought it would be but it seems good enough to be used to at least implement the first stage of the Typing Ninja. I was able to try a few apps that came with the Leap Motion SDK. The assets in the provided SDK files were to be used for Unity. We came up with a few questions that needs confirming from our advisor. We also watched a video on youtube on how the assets provided in the SDK were used to develop a simple leap motion application. Development on Unity with C# is no simple task to learn, but I guess it has to be done.

I have also completed the first draft of the requirements. Much more work would be needed for the requirements.

**NAME: Ng Shien Wee**

**DATE: 9/3/2015**

As we walked away from the CSCI321 class today, we were deciding on how to proceed as Koren would not be able to meet us on Tuesday. As we were discussing, there seem to be a misunderstanding on the development of the stages for the game. I appreciate the initiative taken by Dyalan on wanting to clear the misunderstanding on the spot. We took a seat below a tree beside UniBar and discussed the misunderstandings. We decided to only focus at 1 stage at a time for now. We broke down the things that must be done for stage 1 and both Dyalan and Elle will be the ones working on the development of stage 1. Kapil and I on the other hand will be working on the documentation side of things. I have been assigned the task of coming up with a small check list for Elle and Dyalan that will be used for the development of stage 1. Kapil and I will also be working on testing out existing typing tutors on the market, to see what other functions that can be added to our own Typing Ninja.

**NAME: Ng Shien Wee**

**DATE: 15/3/2015**

The job assigned to me which was to find out desired functionalities of existing typing tutors was quite an interesting experience. I tested out 4 existing ones on the list, each one of them having their own pros and cons. Some had very interesting features such as Smart Review while the others are repetitive and similar to each other. I listed out the functionalities desired. This task gave me lots of ideas on what we can implement for our TypingNinja. I also tried out a game called Typing of the dead, it didn’t really taught people how to type but it was indeed about typing. Some functionalities I experienced were also listed in the same document. Kapil and I decided that it was unnecessary to look into anymore typing tutors, as Kapil already has his hands full with the introduction. I can now help with Dyalan and Elle on the development of the prototype. I also updated the requirements draft with interesting possibilities that can be implemented to the game at a much later date.