**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.