Resources and Information for Teams

Unity Version: 2019.4.20f1

Hardware: Microsoft Hololens 2

Paper resources found in this folder:

* NASA Mission Description
* Information and installation instructions for Telemetry Stream
* Important Deadlines (kept updated as dates are subject to change)

Online Resources

Hololens Unity Tutorial (I followed this tutorial **to the letter**) when creating our Unity project, so duplicating the tutorial should make collaboration easier. **BE SURE TO INSTALL ALL RELEVANT SOFTWARE AND PROPER VERSIONS (Exception being the required Unity 2019.4.19f1, it works either way.)**

[Hololens 2 Unity Tutorial link](https://docs.microsoft.com/en-us/windows/mixed-reality/develop/unity/tutorials/mr-learning-base-02)

Mixed Reality Toolkit (MRTK) tutorials: same page as above. Installing the MRTK into Unity also allows you to see documentation for each interactive element available.

Testing User Interfaces without Hololens 2

The MRTK has the ability to test user interfaces within Unity, without directly deploying to Hololens 2. This simulation won’t be 100% accurate, but it does show some of the functionality available, and allows for quick independent testing.