Emily Connearney

Engineering Notebook

September 9-15

* Creation of the GitHub - initial commit
* Downloaded Unity Hub
* Started reading Unity documentation
* Learning basics/creating mini practice projects
* Brainstorming GUI with Keely

September 22-23

* I added the official Unity project
* Start initial design of GUI via paint based off Keely’s mockup
* Went over new layout/functionalities with Luke so I could begin creating new initial GUI design

September 28-29

* V1 docs due
* Created new scene design in Unity
* Was not working in the right spot (accidentally created multiple projects) in GitHub desktop had to meet with Luke to fix that

October 5-8

* Sprint 1 demo
* Worked on presentation for sprint 1 with the team
* Added new buttons to all the scenes

October 13-18

* Added functionality to back button to the main menu for all scenes
* Add IR customization buttons
* Added new Forks customization scene
* Fixed bugs on the Forks page

October 19-24

* Test doc due
* Created better naming system for right panel buttons for organization
* Attempting to instantiate cube game object to represent bot in scene
* Assessing issues – cube not appearing – turned out to be extremely small
* All custom scenes can now be accessed from all the buttons

October 26-27

* V2 docs due
* Snapped back button anchors to left corner
* Added x and y to the ultrasonic sensor menu
* Work on Sprint 2 presentation

October 28

* Sprint 2 presentation run through with team
* Present

November 5

* Worked on Bot rotation for IRSensorCustom with Luke
* Bot now slowly rotates in position for a 360 view
* Danny added Vivian’s models so we can start to use them in GUI

November 10

* Working on fixing bot rotation
* Danny wants to change Luke and I’s scenes into one scene

November 17-19

* Peer review
* Rotate was fixed by Danny can now rotate with click
* Danny made a new GUI that only has one scene and different menus and now trying to figure out how the new design works/what new code was added
* Working on instantiation scripts so that a user can add component models to the screen
* Brainstorming how to work with the new UI Components that have multiple functionalities now rather than switching scenes

November 24-29

* Touching up documents
* Merge main into Bot Custom branch
* Working on component instantiation scripts with Danny
* Created prefabs for all of the models needed
* Created script to instantiate clicked components in the scene
* Added this functionality to each of the 4 special UI component s
* Created script for components to follow mouse and anchor to a desired spot

December 1

* Prepared presentation with the team
* Final touchups/demo