

Progress Report 2

Due: 4/4/2023 11:59PM

Members Royce Lando (6603625) - Developer
Aman Yadav (6858054) - Developer
Shahrear Chowdhury (6605273) - Developer
Gurashish Singh Anand (6855449) - Developer
Dhrumil Rajesh Shah (6714380) - Product Owner & Tester
Ben Grandy (6090484) - Developer
Dalton Comer (6413827) - Developer & Scrum Master

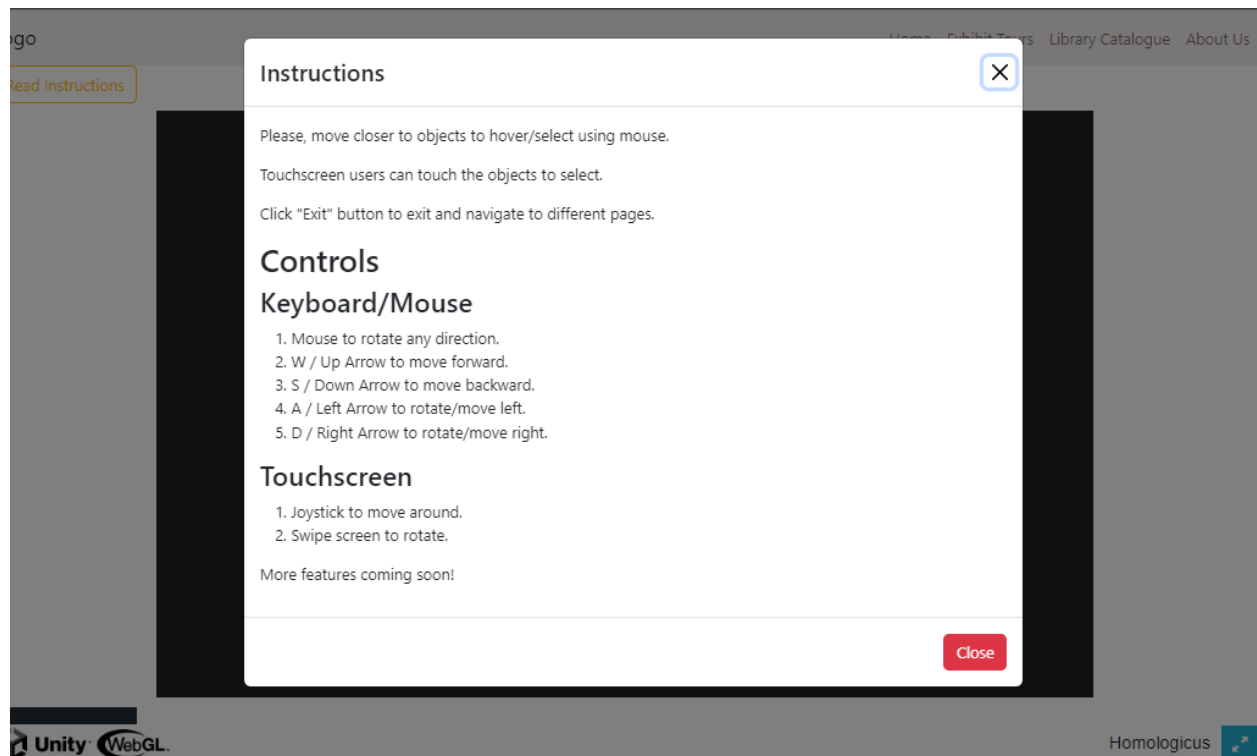
Hosted Site: <https://museum-8d13e.web.app/>

JIRA board: <https://homologicus.atlassian.net/jira/software/projects/SEGP/boards/1>

Figma designs:

<https://www.figma.com/files/team/1151216569997928803/COSC-4P02-Project-Group?fuid=1195200904350536996>

Working product: <https://gyazo.com/f88810aaef1b4e598e185f218a08a4a7>

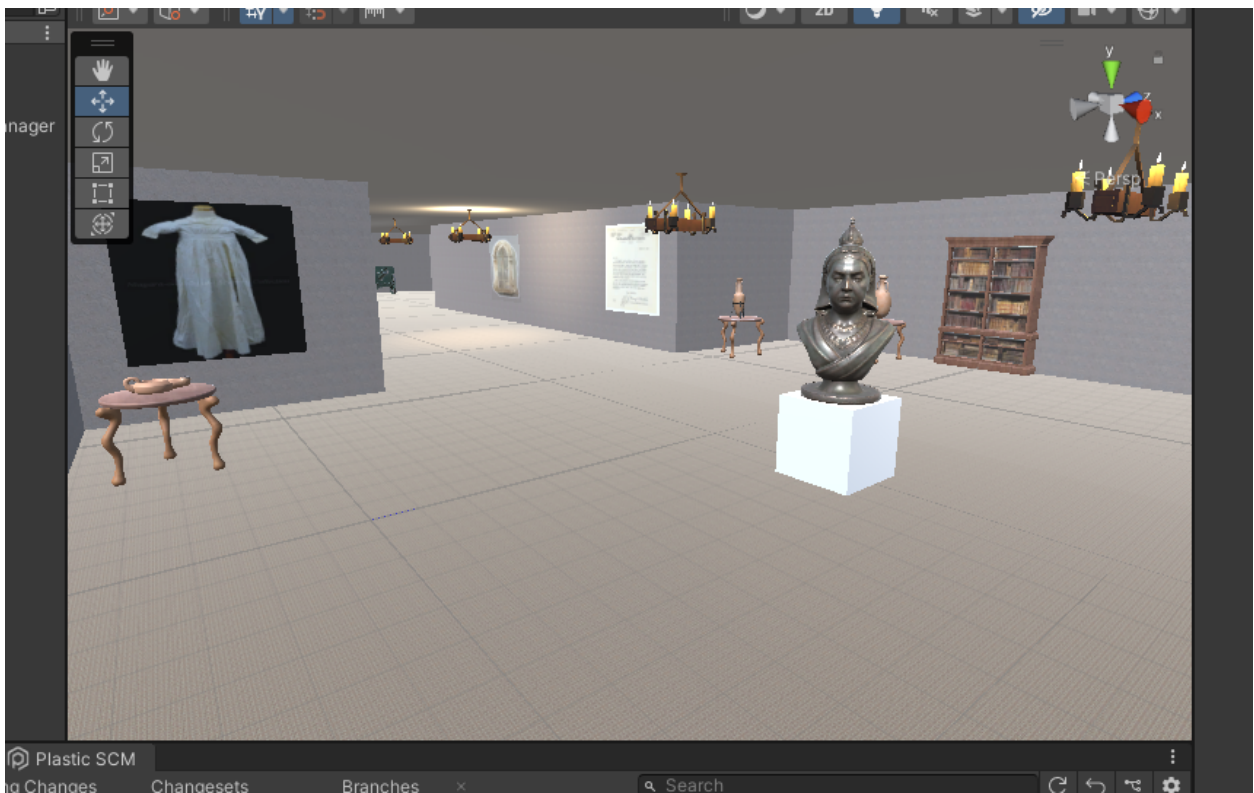
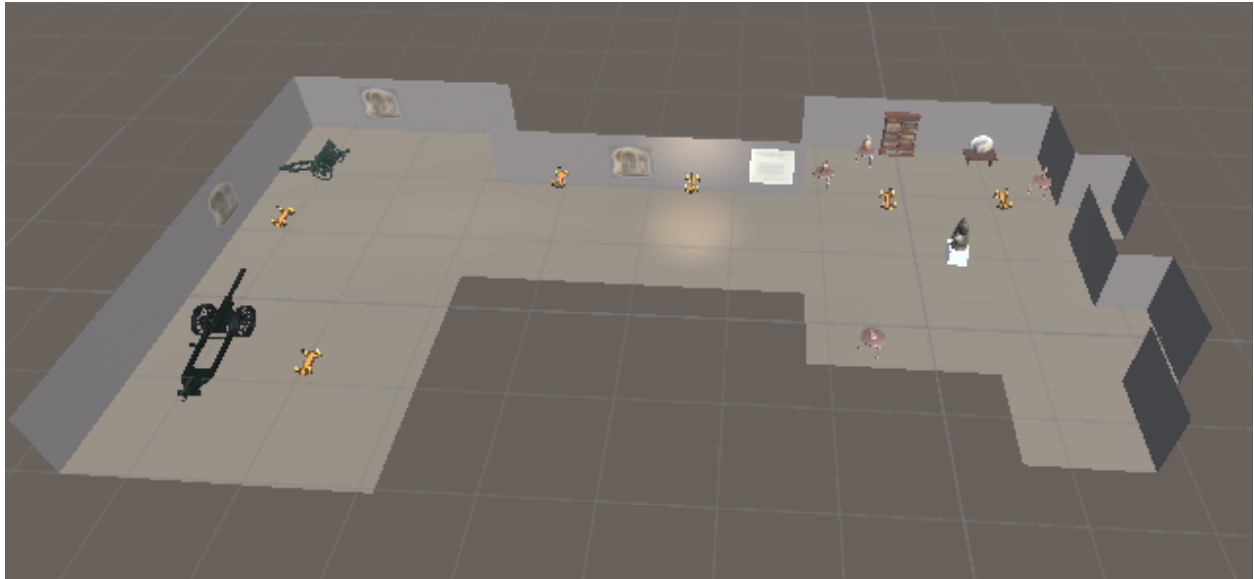


Welcome to the Museum!

ENTER

This is Sphere. Invented in 2001.

EXIT



Name - Shahrear Chowdhury

Role - Developer

Work Completed:

1. Make Unity-WebGL canvas responsive for different sizes of devices.
2. Add an information modal for instructions on how to use the Unity-WebGL based 3D room.
3. Redesigned the 3D room similar to the real museum.
4. Unity-WebGl 3d room now grabs data from the frontend instead of the database.
5. Added user menu to start and exit the exhibition.
5. added information displayer for the artifacts whenever they are clicked.
6. added more artifacts/down sized the space required by unity.

To Do:

1. Test VR Movements.
2. Enhance the user experience a bit more.
3. Bug Fix: Unity is not closing upon browser routing.

Blockers:

1. VR headsets are unavailable, so VR movements are not testable.
2. Unity-WebGL is a new technology and took a bit of time to understand some functions and utilities.

Name - Aman Yadav

Role - Developer

My assigned tasks were to add artifacts to the virtual room and integrate dummy databases so that visitors can access detailed information about each artifact.

Artifact Integration:

I added various historical artifacts to the virtual room, including antique furniture, portraits, uniforms and artwork. To make the experience more interactive, I also created clickable artifacts that provide visitors with a description of the artifact and its historical significance. By adding these artifacts to the virtual room, I helped make the experience more engaging for visitors.

Database Integration:

In addition to integrating artifacts, with the help of Shahrear and I integrated dummy databases with the virtual room. These databases contain detailed descriptions of each artifact, along with relevant historical information. This feature enables visitors to access a wealth of information about each artifact with just a few clicks, making the virtual room more informative and educational.

Blockers: Unable to complete tasks due to lack of artifacts. Since we weren't able to get 3D artifacts I'm using 2D images for our unity room and mostly the artifacts are portraits of persons, paintings, coins and some uniforms. Since exams are coming near it's one of the main blocker for me.

Name - Gurashish Anand

Role - Developer

Collaborated with Dalton to solve some critical firebase issues that were disrupting our web app from staying hosted.

Collaborated with Ben to try figuring out the process to add user authentication to our web app.

Collaborated with Aman to figure out artifacts that needed to be put in our unity project, and configured a real-time database of the artifact data with a json file.

Blockers: Couldn't populate database with just CSV files so had to first convert CSV to JSON

Name - Ben Grandy

Role - Developer

Connected Firebase Authentication to the angular project to allow for users to log in using google accounts. This will allow users to upvote or share their favorite artifacts.

Coded the backend of the login and sign out buttons located on the Navbar. When signing in, the user's name will be pulled from the google account and displayed. The button is then hidden and the sign out button appears. Once the user is signed out the login button reappears and the user is logged out of the site.

Worked with Dalton to merge all branches of the project into a single product then pushed this MVP to the main branch which is ready for staging.

Blockers: Other school work and assignments taking time and focus outside of this project.

Name - Dhrumil Shah

Role - Product Owner

Worked on how to sell the role as a product owner for the final project.

Started a report on how we are aiming to solve the market/business needs.

Conducted testing and reporting to the team.

Communicated with the museum, and the team to modify existing product backlog stories and sprint stories.

Blockers: Work schedule, health issues and course load

Name - Dalton Comer

Role - Scrum Master & Developer

This sprint I was working on the front-end for the library catalog and worked with Ben on repairing some branches due to merge conflicts.

Just to note, the branch issues resulted from main being far outdated and the node_modules changing versions between commits. To remedy this, just double check that we are running "npm update" in the terminal before/after pushing/pulling from branches.

Redesigned homepage, library, catalog, and interactive timeline (entrance page) i.e. everything on Discord and Figma was implemented. Royce is to take the landing page and Dalton to take the rest 2 for development. The goal is to have the library catalog finished and designed by the end of the sprint. Royce to focus on interactive timeline and designed popup modal for login so we can connect with Firebase and Google.

Side update: Firebase automatic build and deployment had to be put down because running it would be risking breaking functionality. Firebase keeps auto setting up and is not able to find the file Manual build and deployment. 2 weeks away from end of term so fresh start may seem to be tough.

Also transitioning to working with Shahrear on the interactive timeline front-end and connectivity.

Blockers: Unfortunately I had to rush home to be with my family due to my grandmother's declining health. I'll be back on the weekend but this week has been quite busy and chaotic

Name - Royce Lando

Role - Developer

Added the register as well login buttons, and got the google token to login with Google. Now, Royce will need to add the login and registers page and put dummy profiles to test.

Blockers:

- Assignments and coursework
- Does not own a VR headset
 - We can use makers-space or try asking the game programming department to test in their space