

# Engineering Notes No. 3.2

## INFORMATION

**NAME:** Davian Rosario-Ortiz

**DATE:** 10/22/2024 - 10/28/2024

**Sprint:** 3

## JIRA BACKLOG

### Responsible for:

- N/A

### Contributed to:

- Determine a General Scenario within PolyVerif
- Determine Beginning Scenario within Intersection
- Become Familiarized with Equipment in MicaPlex
- Project Presentation
- Peer Evaluations
- Scene Creation in PolyVerif to Model ERAU Campus

## RESOURCES &amp; DOCUMENTS CONTRIBUTED TO

***Table 1 - Contributions***

<b>Date</b>	<b>Resource/Document</b>	<b>Location</b>	<b>Contribution Description</b>
10/24/2024	SRS Document	Canvas/One Drive	Began drafting and organizing key sections.

## COMPONENTS TESTED

*Table 2 - Testing*

Date Tested	Component	Result	Comments
10/24/2024	Unity Hub on Linux	Successful	Installed without Sandbox
10/24/2024	Blender texture handling	Issues	Textures not loading properly; map appears purple

## PROBLEMS SOLVED

*Table 3 - Solutions*

Date	Problem	Solution & Notes
10/24/2024	Unity installation issues	Installed Unity Hub on Linux without Sandbox
10/24/2024	Missing 3D map textures	Locally installed Blender and RenderDoc to analyze texture issues.

## PROBLEMS TO ADDRESS NEXT

**Table 4 - Future Problems**

Problem	Description
Need to resolve compatibility issues.	Resolve compatibility issues with PolyVerif to successfully upload and use the ERAU campus map.
Need to reverse engineer's PolyVerif's map format.	Reverse engineer PolyVerif's map format to determine requirements for 3D uploads
Need to finish SRS	Finalize the SRS document ahead of the deadline.

## MEETING NARRATIVE NOTES:

*Table 5 - Meeting 1*

10/22/2024	Meeting Type: In-Class	
Met with Product Owner(s): Y		
Problems Brought Up:		
Problem	Proposed Solution	
Need to work on SRS.	Began working on SRS.	
Need to determine when and where to meet during class times	Tuesdays meet in LB 374, Thursdays meet in MP 224	
Other Items Updated on:		
N/A		
Additional Notes:		
Nothing else to note.		

*Table 6 - Meeting 2*

10/22/2024	Meeting Type: In-Class	
Met with Product Owner(s): Y		
Problems Brought Up:		
Problem	Proposed Solution	
Need to fix issues with Unity and Blender.	Transitioned to local installations and external tools like RenderDoc	
Other Items Updated on:		
N/A		
Additional Notes:		
Continued efforts with OSM and OSM2World to extract and convert 3D map data into compatible formats for Blender and Unity.		

Planning to use these outputs to build simulations in PolyVerif.
--

## NOTES:

Nothing else to note.