

**The University of the West Indies**

**Department of Computing and Information Technology**

**Undergraduate Project Course**

**Weekly Status Report Template**

**Project: Virtual Builders Date: 30/1/2020**

**Iteration:**

**Implementation Status: in process**

**Highlights: heavy programming and documentation**

**Risks or Issues List**

| Date Entered | Risk or Issue | Description | Resolution | Status |
| --- | --- | --- | --- | --- |
|  | Feasibility | Project may not be feasible/may be too complex to approach due to time constraints. | Switch project for a simpler, more doable project. | In research |

**Tasks in Progress or Completed in the Last Iteration**

| Task Name | Description | Team Member(s) Responsible | % Complete |
| --- | --- | --- | --- |
| Research programs like the project idea. | Do research on programs that currently exist that are similar in nature to the project idea. | Joshua, Kenaird, Geraldine | In research |
| Research hardware tools necessary to achieve project idea. | Do research on current hardware tools that would be needed in order to fulfill project needs. | Joshua, Kenaird, Geraldine | In research |

**Upcoming Tasks for the Next Iteration**

| Task Name | Description | Team Member(s) Responsible |
| --- | --- | --- |
| Research import of AutoCAD file and its policies | As an extra feature, how to translate such type of file and translate the code to our own original code. | Kenaird |
| Unity program as a mobile app | Load unity on your phone and create a VR space, search for ways to manage menu to build in buildings on-running mode | Geraldine |
| Search appropriate type of database to load type of data | Research more into VR and ways to separate its data and save it on the mobile, and ways of how to manage it. | Joshua |