

# STATUS REPORT

DATE: 14 September 2017  
TO: Timothy F. Wheeler  
FROM: John Cunningham  
SUBJECT: Status Report

## UPDATE:

After our plan to use the emulator for the HoloLens failed due to us not having Windows 10 Professional version, we were able to contact the sponsors and get an order in for the actual HoloLens hardware. By having this hardware we can begin testing our work both for learning purposes as well as to actually see if our project works. Furthermore, each team member was able to get more information on the project through research in order to improve our understanding of how to go about this project and what our limitations may be.

I was able to find some information on how to find distance in Unity between two objects which may be useful for this project. Distance is a big factor in what we are trying to accomplish because in order for the calculations for the trajectory, as well as knowing if the distance is out of range for the grenade launcher, will benefit us in a successful project and it will show us if there is a limitation that we may not be able to get past. So far we haven't had any big obstacles that we had to deal with.