Jose Grijalva

1/13/2025 9:46PM AZ Time - (Ending Date TBA)

SER402 Spring 2025

Task# 184 of US# 183 Documentation

- (1/13/2025, 9:50PM): This task will be a quick re-implementation of the VR hand animations that was previously implemented in SER401 but was not able to be merged to dev or main due to some unexpected merge conflicts that were confusing to resolve so for extra precaution, I will just merge the most updated version of main to dev, and then create a new branch off of that version of the dev branch. Once the new branch is set, I will re-use the same C# Script source code that I created for my initial implementation but will make some minor tweaks to the code for some slight optimization if necessary. I may also have to double-check the .gitignore file if Estevan may have missed a file to ignore when he last updated it.
- (1/17/2025, 3:05PM): There were some attempts made to ignore the Logs and UserSettings directories from the Unity project by editing the .gitignore folder twice but no success. There will be re-implementation of the two animations of the hand models so they can be successfully merged to the dev branch. The same HandAnimation.cs C# Script was reused but was modified to be cleaner and more optimized. Just created a pull request to the dev branch. Once the pull request is approved, I will screen record the playtest of the animations under the dev branch.
- Playtest URL - https://www.youtube.com/watch?v=mC4J3f8I6Tk