

Progress summary #1 - Orion Gonzales

So far with my AR Cybersecurity project working with Unity and the Oculus Quest 2 headset (Meta Quest 2) I've got the default functionality to work. Hand tracking is now encoded to be supported with or without controllers, so the program will follow and track your real hands to grab or manipulate objects while in AR with the Headset on. Additionally, the AR support has been completed with Passthrough mode, meaning that with the headset on, you'll be able to see everything else in the room along with the Augmented Objects and HUDs. Finally, the control with the laptop has been tested to work, so while in the AR program, you can press or control objects that allow you to open files or programs inside your connected laptop or PC.

For future plans for the program, I want to accomplish at least three things before the following progress summary. One is to build APK files into the headset so the program can be used without being connected to any sources or PCs. The second is testing the router detection engines which would be used to detect the strength of available wifi's and track them. And for the third, is to have a custom program written with visual studios and unity that will mark the weak areas of the detected wifi signals.