

REPOSITORY: <https://github.com/Shirotyrant/vr-arm-thingy-test.git>

Assets and environment

- Arm skeletons
- Background
 - Walls, floor, lighting, terrain, props to test with, etc.
- Display elements/HUD
 - Accelerometer
 - Angle
 - Anything else?

Input

- Arms
- VR?
- Mouse/keyboard
 - Mostly for testing/hardwareless/demo purposes.
- That brain headset thing?

I suppose the best way to lay out who/what should be done what kind of order would be to prioritise based on what can be done in parallel, necessity, and on availability. Generally, asset creation could be done in parallel with any Input based portion. The hardware for the input portions is questionably available. VR and the headset thing are both purely ideas of what could be, and not available at all yet. The arms, I could probably make available by talking to Dr. Asaki.

Proposed prioritization:

- 1: Arm skeletons
 - 2: Keyboard input (Likely to be simplistic)
 - 3: Arms input (pending availability)
 - 4: Display elements/HUD (for properly testing the arms)
 - 5: Background, with priority on props?
 - 6: VR input
- STRETCH GOAL: The headset dealy.

Looking at the calendar. We technically have until december 3. The week before that is thanksgiving break. This effectively gives us about 6 weeks, with 6 goals.

The first two are probably simple, and could be done all at once. The second two could done in parallel, and the final three are not exactly necessary, though background stuff would be nice for display purposes.

Finally, I'd like to ask if another meeting time might work for you. Mondays and Fridays are both fairly clear for me, we could meet on both if you'd like. Mondays after 1pm are better (I work 8am to 1pm), and Fridays are straight up clear, but we might not have as much faculty support starting around noon (lunch, with senior design right after, until 4ish pm).

The scheduling probably hangs a bit on the terms of your internship here.