**Personal Log**

*Semester 1*

*Ben Liang*

**Week 1**

Date : 23rd July

Two hour meeting with team discussing project details and organizing a time for supervisor meeting

Agenda:

Self-introduction

about 15 minutes

Project requirement

40 minutes reading

Project Overview

60 minutes convey ideas

Analysis the requirement and deliver some ideas on how to approach the project

Total: 2 hours

**Week 2**

Date: 28th July

2hrs  Supervisor meeting at Pullman Hotel

Allocated tasks after the meeting

1. Agenda Questions
2. Research Direction - Gesture Recognition and OpenGL 3D Graphics

**Tuesday**

2hrs researching Gesture Recognition and OpenGL 3D Graphics

**Wednesday**

1 hr and 30 minutes Writing up the research

**Friday**

3hrs Group meeting deciding on questions what questions to ask client & draw up availability matrix

Agenda:

Setup group norm

Suggestion of preparing the first client meeting

Total: 8 hours and 30 minutes

**Week 3**

Date: 7th August Thursday

2 hours Client meeting

Startup project proposal

Friday - 4 hours

Saturday - 2 hours

Sunday - 3 hours

Total: 11 hours

**Week 4**

Proposal Deadline week

Continue on project proposal

**Monday** - 5 hours

**Tuesday** - 2 hours

**Wednesday** - 30 minutes

**Friday** – 1 hour

Total: 8 hours and 30 minutes

**Week 5**

Proposal Feedback allocated

Project Feedback revised

Skype Meeting with Evans - 2 hours

Agenda:

* Proposal feedback review
* Team management
* Setup next team meeting

Discuss about the proposal issues

1. Scope Correctness
2. Project Approach Correctness
3. Reorganise the proposal

Team management issues

1. Proposal topic discussion
2. Conflict issues with Alastair

Project re-submission

After the skype meeting 4 hours revising project proposal

Total: 6 hours

**Week 6**

**Tuesday**

3 hours working on user stories, bug log and burnt down chart

Having issue on running the code, it failed all the time.

1 hour fixing the code

Including change the openframework version

Try to understand the error

**Wednesday**

2 hours Client meeting

User stories Verification and Code structure review

**Thursday**

Creating UML diagram for each classes and manage to get the relationship between each of them.

Alastair decided to quit the project, so 3 members are carrying the rest.

·         1 hour Supervisor meeting 4pm at Pullman Hotel

Total: 7 hours

**Friday**

4 hours

Keep modifying the UML diagram, the classes name in the existing code are not meaningful. Some of the classes should have the meaningful name in order to be understood. Having issues on the para diagram, it failed to open. So spent 2 hours to redo the UML.

Total: 4 hours

**Week 7 – 1st September**

**Tuesday**

Spent 2 hours typing out the changes to the user stories.

**Wednesday**

2 hours planning poker and sorting backlog

**Friday**

1hr finalizing user stories

Total: 5 hours

**Mid Semester Break Week 1**

**Monday**

Same issue on building the software failed. Client meeting setup for fixing the issues and show the UML diagram to client, explain the code a bit more. - 2 hours

**Tuesday**

spent 2 hours to resolve the issues, start optimizing the Kinect with existing code

c++ learning tool online - self studying

**Wednesday**

Group meeting 2 hours

Report progress 30 minutes

**Friday**

2 hours meeting with Client. We have decided with the client to scrap development under Windows as an option. This is due to the limited support available for OpenFrameworks and KinnectCoreVision under Windows. We emailed Andrew asking for advice on how to proceed with getting a Mac computer for development.

Total:  8 hours and 30 minutes

**Mid Semester Break Week 2**

**Monday**

Two macs have been allocated

One is in Pio

Another is in Evan

The team development officially started - 2 hours

IDE and syntax straggling - 1 hours

Finding some similar project to have a example - 1 hours

Total: 4 hours

**Week 8 – 22nd September**

**Monday**

There wasn’t so much support online, I have to try another way

Create a blank program to understand what does the method does - 2 hours

**Thursday**

Similarity between Java and C++ - 1 hours

Total: 3 hours

**Week 9**

**Thursday**

Group Development - 4 hours

In the first 2 hours, I tried to fix the SDK compatibility issues as my Mac automatically updated to Xcode 6 with base SDK OS X 10.9. The program should run in the SDK 10.8. I managed to get the 10.8 installed inside the Xcode 6, however, Apple won’t let me do it, as the SDK is built-in with the latest. So I have to download Xcode 5.1.1 again. The issues have been solved eventually.

After that, I run the example code from openFramework. Some other unknown error came up.

Those errors are from the plugin addons. I downloaded another version of ofxKinectCoreVision to solve the problem.

Total: 4 hours

**Friday**

Group Development - 4 hours

I have seen the video from people used to create the hand gesture movement by using ofxOpenNi addon. This module is a wrapper for OpenNi+Nite+sensor Kinect. We managed to convert the code into a openNi example project, the benefit to do so is that we can understand the existing code better and modify the function along the way. This is not just copy and paste. Evan reviewed the code in his computer and I typed the code down in my computer. Once we questioned about the code, we searched over the internet, fixed and removed the code immediately.

Total: 4 hours

**Week 10**

**Monday**

4 hours

As we have been informed by the supervisor, the working hours was not enough for all of us. We have decided to increase the workload and try to show working program to the client early. Thus, 4 hours a day for all of us, to make up to 12 hours a week for me.

**Tuesday**

4 hours

Finished conversion between openNi and existing code. Next plan is going to have a compiled version of the code. We have found out that the statement was logical until we modified the code. Each Function has been given a short description in order to change it back later and add more stuff in it.

**Thursday**

4 hours

Restructure the functions

Making a better sequence of variables in the header file. Variables’ name are meaningful.

Installation of the openNi

openNi API learning

Total: 12 hours

**Week 11**

**Tuesday**

4 hours

openNi API Exploration

OpenNi main purpose is to provide an interface for applications that use natural gestures and poses as their input. The application can be written once, and then it can be run regardless of the vendor or version of the natural interface provider.

**Wednesday**

4 hours

Time limitation

As Client needs a working version of the program, we have to spend more hours in order to get a fully working program.

Create a skeleton with body movement

body outline

**Thursday**

6 hours

I was having an issue on how to resize the mask. Can’t get the pixels and hand position working properly. and try random value few times

We discussed about the issues instead of trying random value. and Draw a frame x y z values.

Research on how to have a efficient code. FPS and keep the frame rate to have a better performance.

Total: 14 hours

**Week 12**

Demo Demonstration

Shows the progress to the client

Explain the code behaviour

Asking some video recorder solution

Total: 12 hours

**Week 13**

Working on Video record

And also manage to find a better performance of the existing code

Total: 3 hours

**Week 14**

2 hours

Monday

Knowledge transfer

As Evan was the only one doing one semester project, He had to contribute most and know more than us. After he left, we have to work by two person. With his support, we are getting more knowledge

He gave us tasks to do. He let us find out what is the problem on the code, and we have to modify it and get it work. After that he explain why would that happen.

**Total hours: 129 hours**