Date: October 7, 2017

Start time: 10:30am

Location: CSIL

Meeting called by: Jia Hui (Mandy) Xiao

Facilitator: Jia Hui (Mandy) Xiao

Timekeeper: Jia Hui (Mandy) Xiao

# **Attendance**

|  |  |  |
| --- | --- | --- |
| Attendees | Status | Reason (if absent) |
| Sheung Yau (Gary) Chung | Present |  |
| John Ko | Present |  |
| Ryan Kiew | Present |  |
| Zavier Aguila | Present |  |
| Jia Hui (Mandy) Xiao | Present |  |

# **Today’s agenda**

1. Finalize the tools to use for our project.

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| **Agenda Item #1** |
| Discussion  Scenekit  M: can use an image taken from the real world. It’s usually called Environment Map. Can also use Spherical Environment Map.  Combining SpriteKit and SceneKit allows overlaying a 2d scene on top of 3d scene.  People comparing Scenekit to Unity. Major difference: Unity is cross platform, large community using Unity so you can purchase “materials” for your objects in store, pathfinding AI for Unity. Seems that if we are not doing anything very fancy, SceneKit is sufficient.  SKNode class: Nodes are organized hierarchically into node trees. Any node in the tree may run actions, which are used to animate the properties of a node (e.g. play sounds or perform other custom tasks). Can make invisible nodes.  About scrollable background:  <https://stackoverflow.com/questions/27172058/swift-spritekit-scrolling-background>  Unity  G: Lots of tutorial. Treating IOS and XCode like a black box. Not much tutorial for scenekit.  J: Stitch images yourself (.material) reverse it to panorama.  R: prototype. Able to add sounds to it panorama.  Z: OpenCV will give an image and create panorama.  J: user might be able to upload pictures to Unity. |
| Conclusions  Email prof about it. |
| Action items   |  |  |  | | --- | --- | --- | | Description | Person Responsible | Deadline | |  |  |  | |  |  |  | |  |  |  | |

# **Next Meeting**

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| --- | --- | --- | --- |
| Date | Time | Location | Notes |
| Oct. 9 2017 | 4:30pm |  |  |

End time: 11:20PM