

UNIT-3 Project SE

Team meet 1 (5/04/22): (1 hr)

- The Overview of the project is discussed
- VR model designing using UNITY
- Understanding unity and C# for the project.
- Requirements for next meet:
 - UNITY install and editor install
 - Get an idea about VR

Team meet 2 (10/04/22): (30 mins)

- Discussion about the design of the model
- Requirements in the navigation of the game.
- Requirements for next meet:
 - Knowledge of how to draw VR mockup screen
 - VR mockup screen designs by each team member

Team meet 3 (14/04/22): (3 hrs)

- Analyzing different components of individual mockup screens.
- Discussion about the final view of the game
- UNITY installations
- Requirements for next meet:
 - Make a small prototype by each team member

Team meet 4 (17/04/22): (30 mins)

- Distribution of tasks like (adding lane, ball, audio, start menu etc)

Team meet 5 (19/04/22): (30 mins)

- Distribution of tasks like (printing number of pins knocked down, score logic etc)

Team meet 6 (21/04/22): (7 hrs)

- Integration of all tasks

Team meet 7 (22/04/22): (12 hrs)

- Integration + documentation

Team meet 8 (23/04/22): (4 hrs)

- Documentation + submission