"CS 386 HoloLens Project" by Stephen White, Jack Garrard, Colton Nunley, Daniel Williamson, and James Todd

Github Link: https://github.com/Swhite9478/CS386-HoloLens-Project

CS 386 Software Engineering, Spring 2017 Instructor: Marco Gerosa

Deliverable 1.1: Initial Description

The concept behind our project is to develop a suite of apps for the hololens. The main idea is to implement the different applications in such a way, as to demonstrate the capabilities of the device. Some of the many features that we plan to use include the spacial awareness, voice control, gesture recognition, and holograms.

GRADING OTHER PEOPLE HERE:

Jack Garrard

- Communicated and contributed on ideas.
- Helped teach git to other members
- Research into game development using unity
- Ported prototype of Hack AZ project to hololens to test capabilities
- Wrote part of proposal
- Setup git file structure

Colton Nunley

- Creating ideas that are adapting the current master plan for the project.
- Communicating on slack and collaborating on github
- Helping create a plan for future deliverables

James Todd

- Obtained the Holo Lens for the group
- Contributed to group discussions and furthering of the project
- Provided food for the group
- Communicate to the group through slack

Daniel Williamson

- Contributed to group discussions and furthering of the project
- Communicated to the group through slack

Stephen White

- Created Github Repositories
- Initialized project on Github and provided decent information on the project
- Setup deliverable document
- Created slack for communication purposes
- Researched game development with unity

- Wrote out group proposal on BBlearn
- Communicated with team members to come to a group consensus on what we would like our project to be
- Tested out the HoloLens and learned more about the capabilities of such hardware and software

Value Proposition:

The idea behind our project is to develop a suite of apps for the hololens. The main idea is implement the different apps to demonstrate each of the features within the hololens. These apps will be able to perform several actions such as combining many holograms into a single massive hologram to then use as more complex shape.

Problem we're solving:

System description: