"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
Trello Link: https://trello.com/invite/b/z5QYDqJx/77df811166edfedfdc5a11206a15c38a/public-board

CS 386 Software Engineering, Spring 2017 Instructor: Marco Gerosa

Deliverable 3.1: Implementation

-Implemented User Stories-

- **Launch Application:** By bringing up the application menu, the user is able to select the program that we are designing by holding out their hand, and quickling "pinching" while aiming the gaze (the white dot in the center of the user's vision) at the application logo.
- **Bloom to Terminate the Application:** By making use of the the HoloLens' built in gesture recognition software, to terminate the program, the user is able to "bloom" their hand and end the application.
- **See a Static Hologram:** The user is able to see several static holograms within the scene such as the ball and several pickups.
- **Interact with a Dynamic Hologram:** The user is now able to interact with the scene in order to move the static holograms around.

-Grading Group Participation-

- Colton Nunley
  - Communicated through slack
  - Revised portion of deliverable that was assigned
  - Also edited given portion

    - Contributed to the plan of what we're going to do as a team to move forward
- Stephen White
    - Communicated with team members through slack
    - Assisted in development of tilt-a-ball program
    - Downloaded HoloLens Emulator
    - Ensured consistency of document
    - Contributed to the description of implemented user stories
    - Updated trello
- Jack Garrard
    - Submitted the git pull
    - Communication on slack
    - Set up hololens Emulator
    - Set up Unity to work on the hololens
    - Ported over tilt-a-ball to be fully incorporated with hololens.
- James Todd
    - Communicated with team members though slack.
    - Got hololens emulator.
    - Helped with testing the program on the hololens.
- Daniel Williamson
    - Communicated through slack.
    - Downloaded Hololens emulator.
    - Created document.