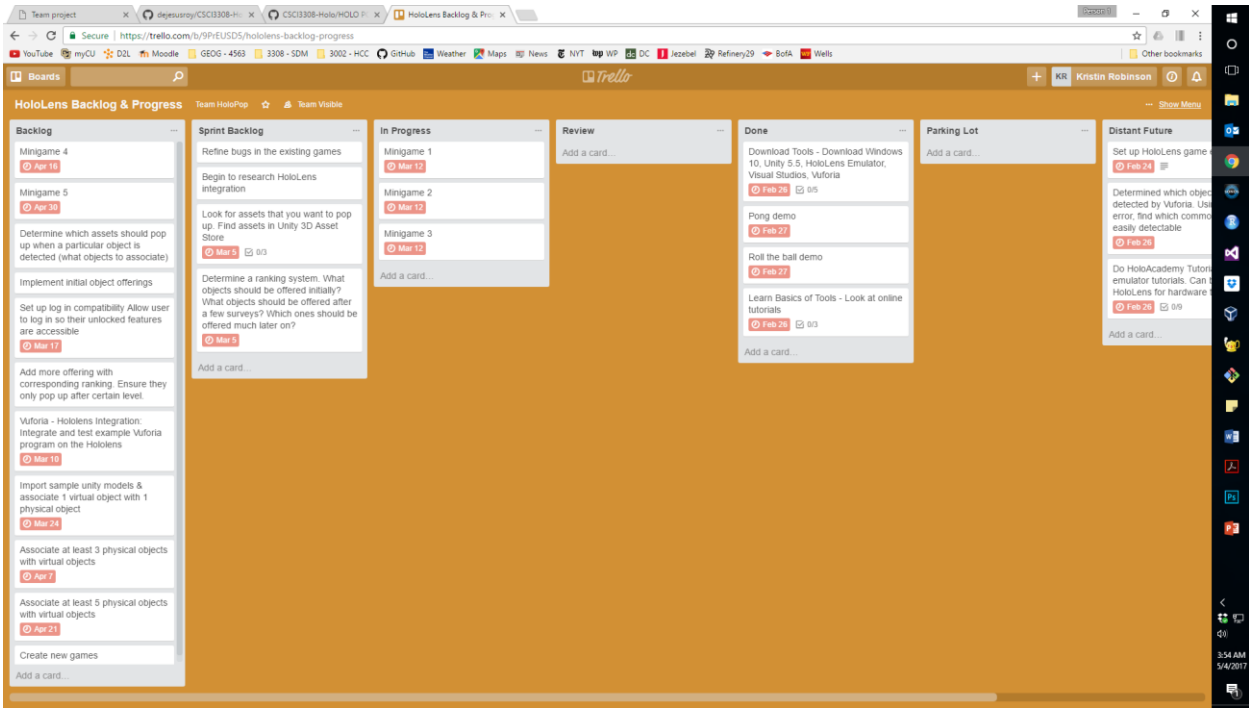
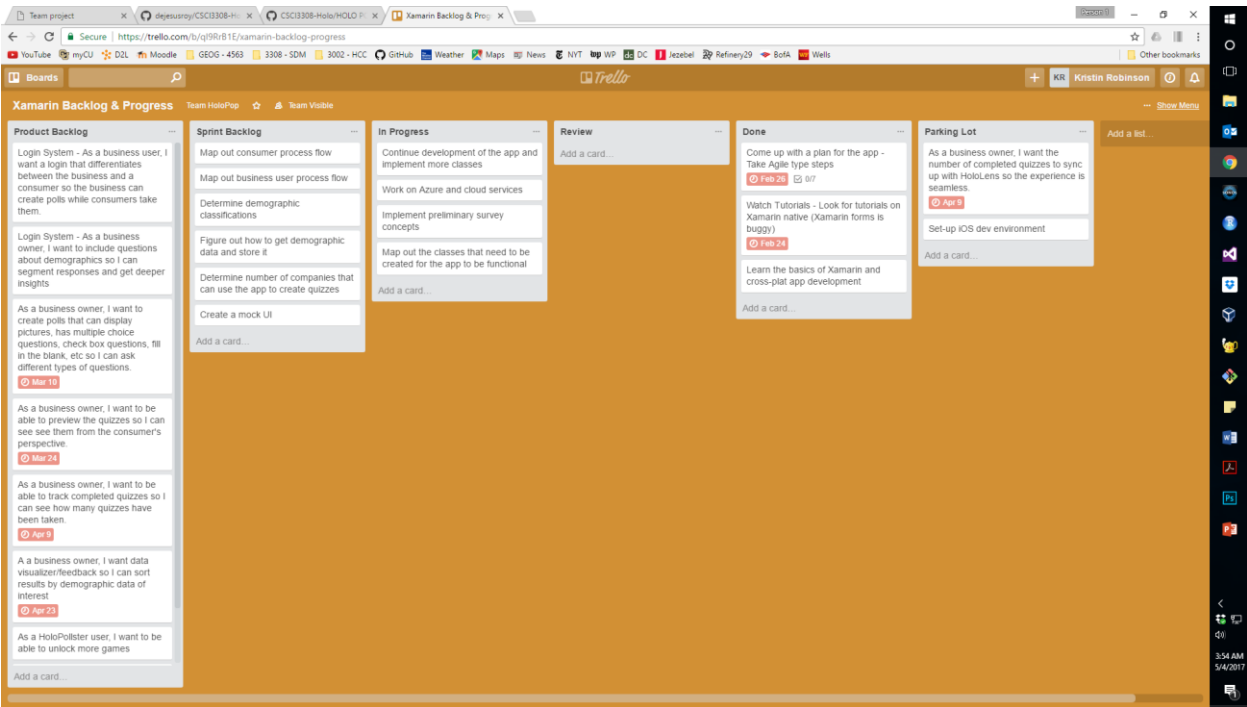


Title:	HoloPollster
Who:	Roy De Jesus Tarah Peltz McKenzie Weller Sumeet Batra Kristin Robinson
Project Tracker:	Trello
Link to your Project Tracker	https://trello.com/teamholopop
Screenshot showing your project in your project tracker	<p>Unity Games trello:</p>  <p>The screenshot displays a Trello board for 'HoloLens Backlog & Progress'. The board is organized into several columns: 'Backlog' (containing cards for Minigame 4, Minigame 5, and various tasks like 'Determine which assets should pop up'), 'Sprint Backlog' (with tasks like 'Refine bugs in the existing games'), 'In Progress' (listing Minigame 1, 2, and 3), 'Review' (with an 'Add a card...' button), 'Done' (listing completed tasks like 'Download Tools' and 'Pong demo'), 'Parking Lot' (with an 'Add a card...' button), and 'Distant Future' (with tasks like 'Set up HoloLens game' and 'Determined which object detected by Vuforia'). Each card includes a title, a due date, and a brief description of the task.</p>

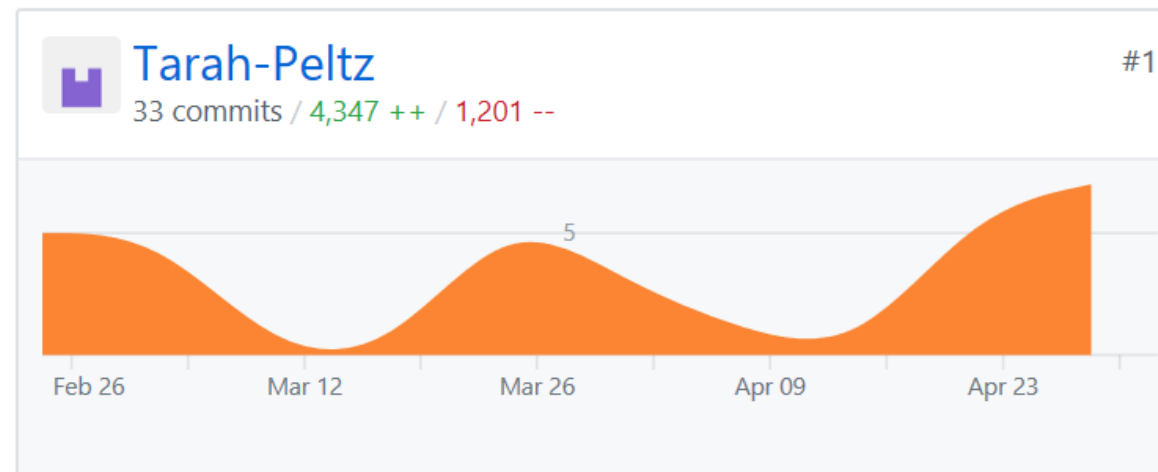
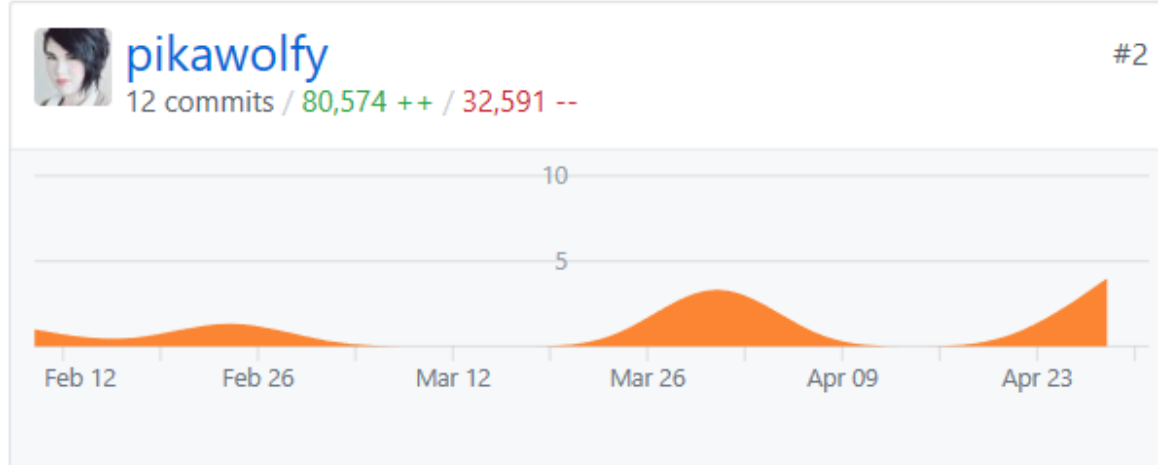
HoloPollster app trello:



GitHub repos

Unity games: <https://github.com/dejesusroy/CSCI3308-Holo>
HoloPollster app: <https://github.com/Tarah-Peltz/Polling-App-Cross-Plat>

Screenshot of each member's contributions throughout the semester from GitHub: e.g.,



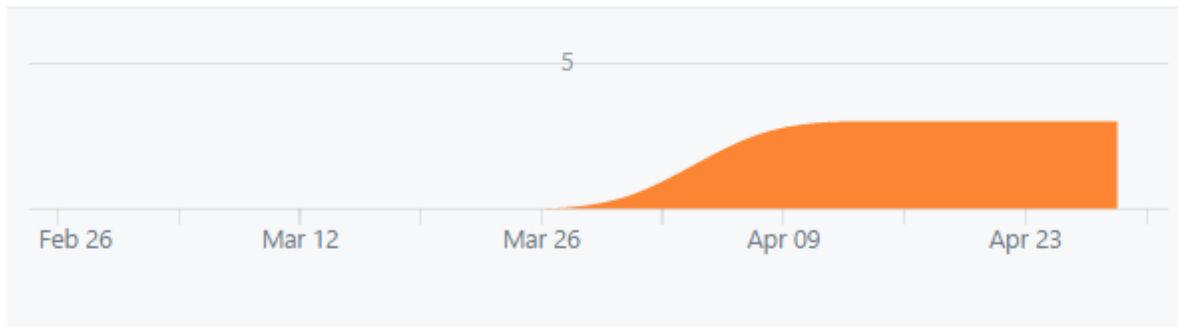
HoloPollster app repo:
<https://github.com/Tarah-Peltz/Polling-App-Cross-Plat>



SumeetBatra

#2

12 commits / 632 ++ / 164 --



Unity Game repo:

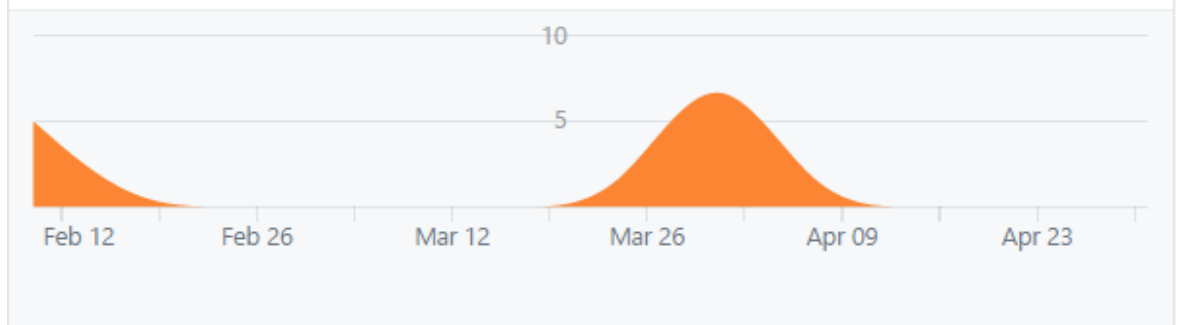
<https://github.com/dejesusroy/CSCI3308-Holo>



SumeetBatra

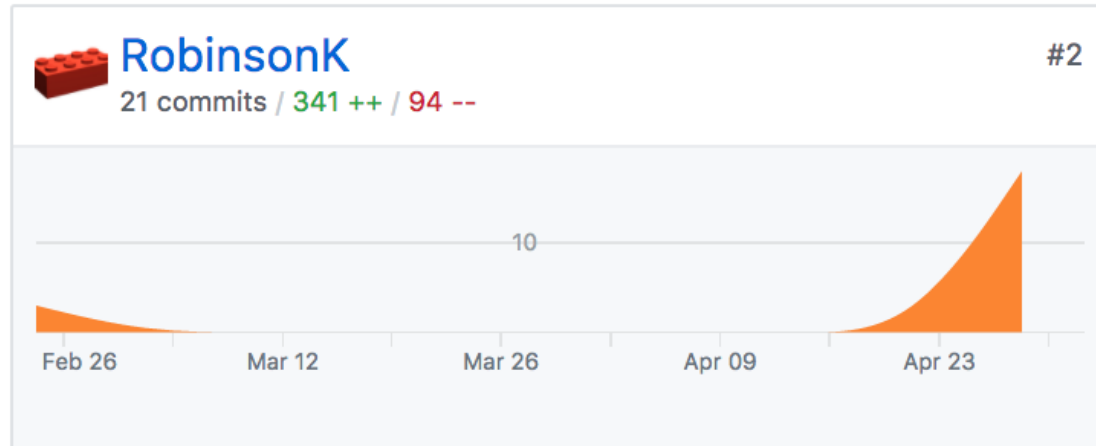
#1

15 commits / 61,886 ++ / 42 --



HoloPollster app repo:

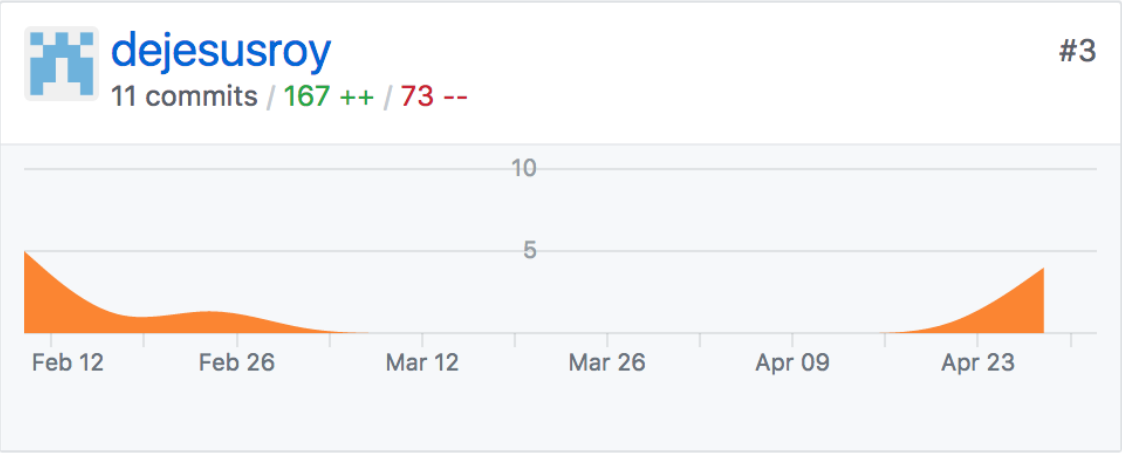
<https://github.com/Tarah-Peltz/Polling-App-Cross-Plat>



Unity Game repo:

<https://github.com/dejesusroy/CSCI3308-Holo>



	<div data-bbox="617 201 1732 651">  <p>dejesusroy #3</p> <p>11 commits / 167 ++ / 73 --</p> <p>Commit graph showing activity from Feb 12 to Apr 23. The graph shows a peak in activity around Feb 12, a dip around Feb 26, and a rising trend starting around Apr 09.</p> </div>
Deployment: Link to deployment environment or explain how to access/run.	<p>To launch the HoloPollster Windows Phone app, download the HoloPollster folder (or clone the repo.) Open the HoloPollster.sln file in Visual Studios. Build the solution. Run the solution in a Windows Phone 8.1 emulator.</p> <p>To launch a Unity game, download the folder containing the game (or clone the repo) and open the game's .exe file. Either method is fine as long as the user has both the executable and the respective data folder. Without the latter, the .exe will not run. (NOTE: "Snake 3D" contains error. There is not an executable file for this game.)</p>
Auto-doc	<p>Program: GhostDoc</p> <p>https://github.com/Tarah-Peltz/Polling-App-Cross-Plat/tree/master/Auto-Doc</p>