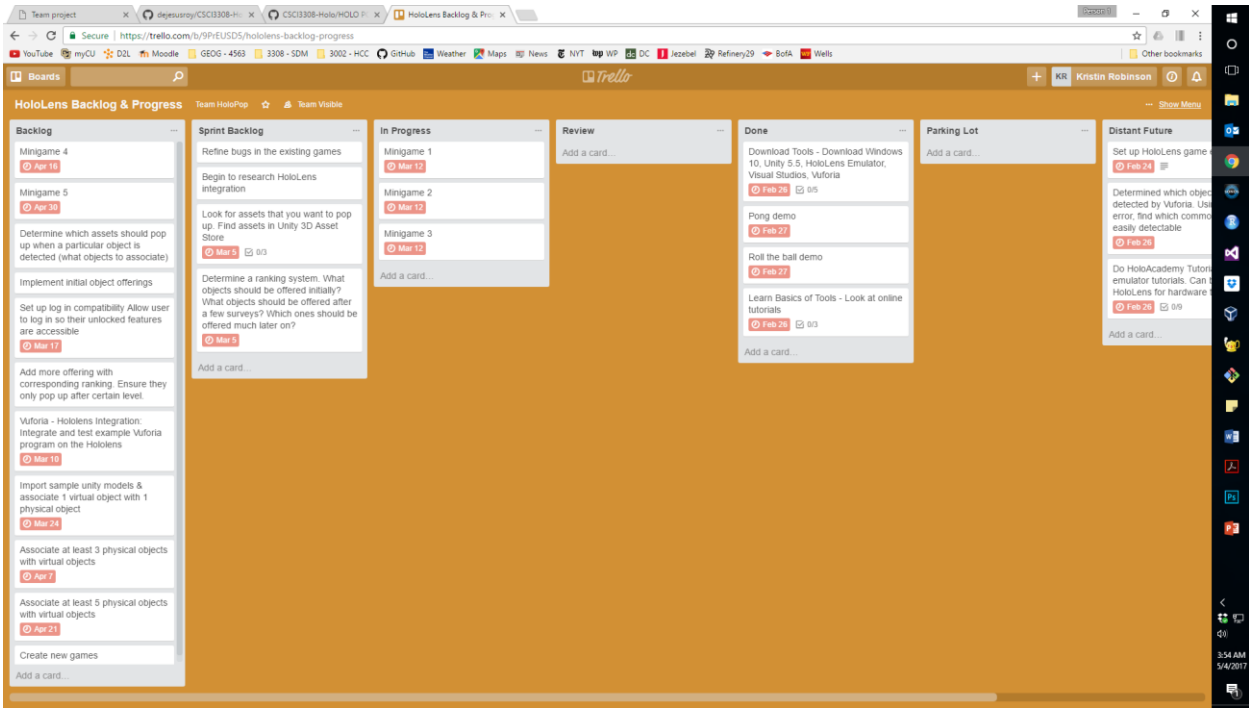
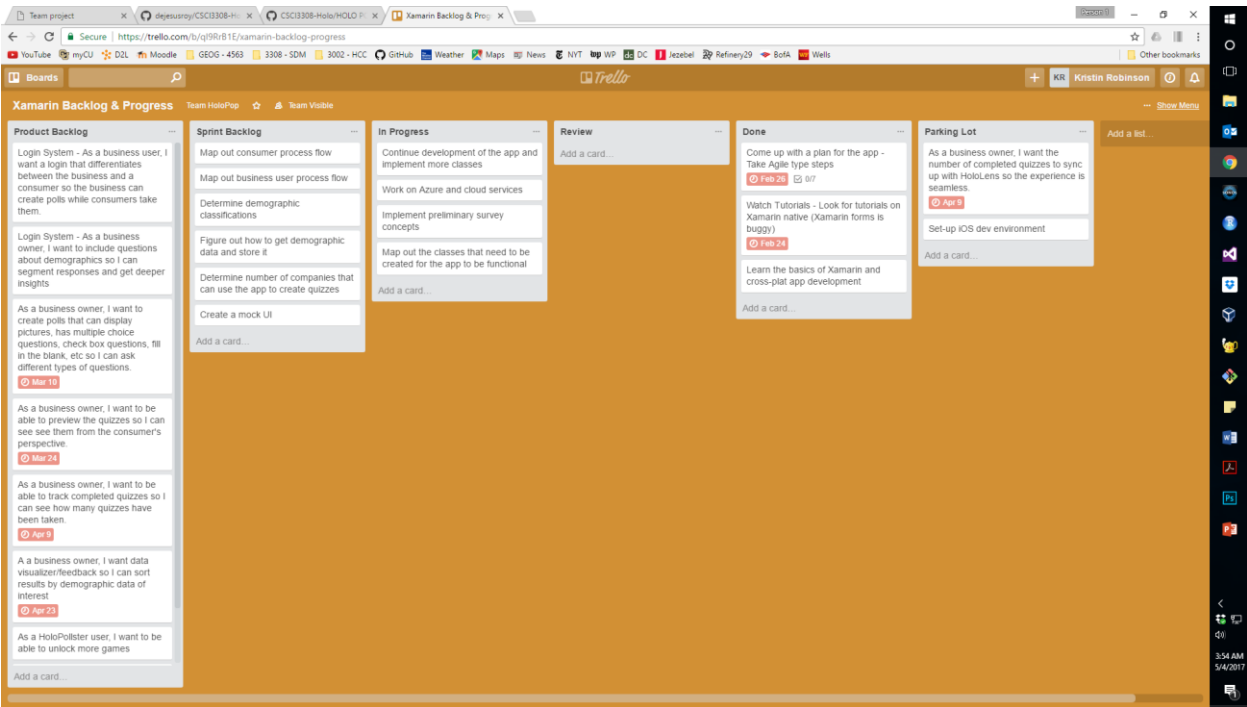


Title:	HoloPollster
Who:	Roy De Jesus Tarah Peltz McKenzie Weller Sumeet Batra Kristin Robinson
Project Tracker:	Trello
Link to your Project Tracker	<a href="https://trello.com/teamholopop">https://trello.com/teamholopop</a>
Screenshot showing your project in your project tracker	<p>Unity Games trello:</p>  <p>The screenshot shows a Trello board for 'HoloLens Backlog &amp; Progress'. The board is organized into several columns: 'Backlog', 'Sprint Backlog', 'In Progress', 'Review', 'Done', 'Parking Lot', and 'Distant Future'. Each column contains a list of task cards with titles, due dates, and progress indicators. For example, the 'Backlog' column includes cards like 'Minigame 4' (due Apr 18), 'Minigame 5' (due Apr 30), and 'Determine which assets should pop up when a particular object is detected'. The 'In Progress' column has cards for 'Minigame 1', 'Minigame 2', and 'Minigame 3'. The 'Done' column lists completed tasks like 'Download Tools' and 'Pong demo'. The 'Distant Future' column contains cards like 'Set up HoloLens game' and 'Determine which object detected by Vuforia'. The board is viewed from a desktop perspective, showing the browser interface and a Windows taskbar at the bottom.</p>

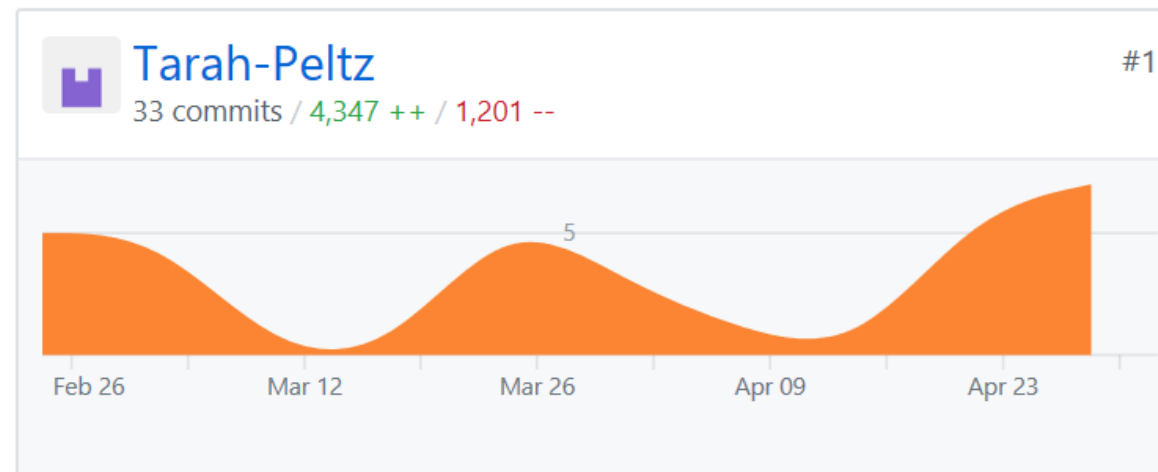
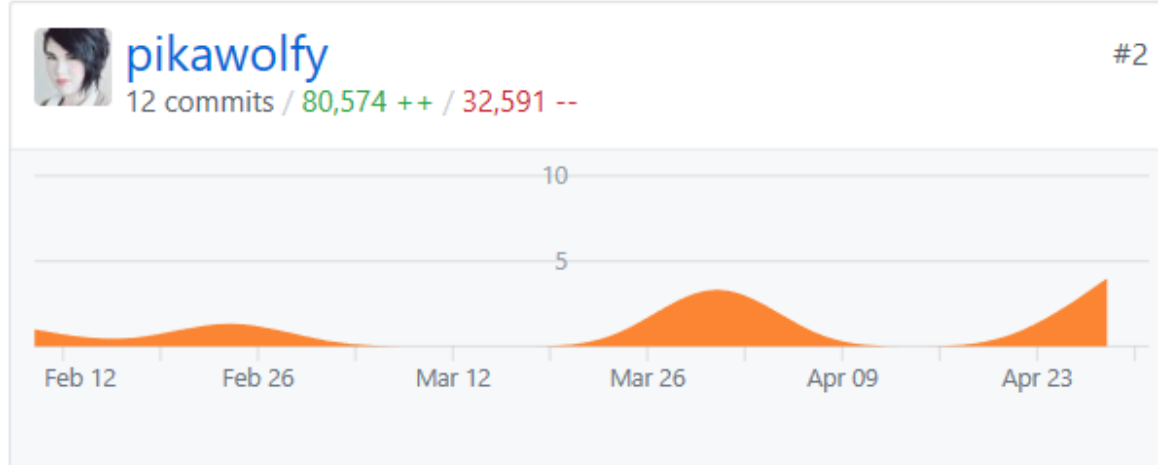
HoloPollster app trello:



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.,



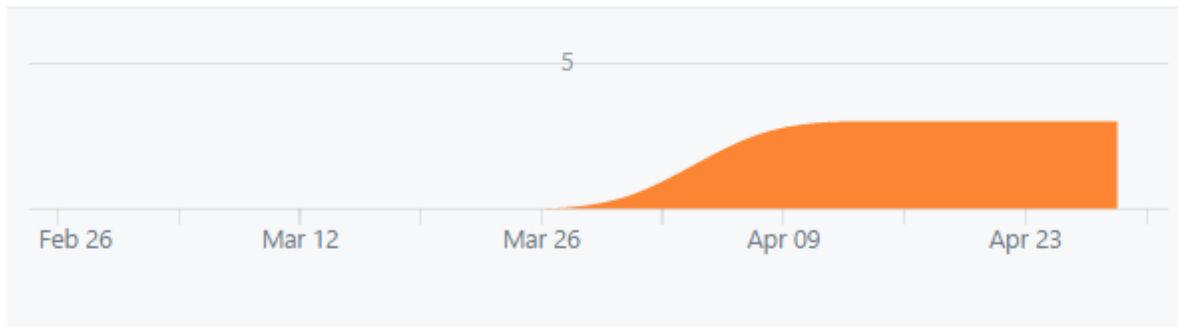
HoloPollster app repo:  
<https://github.com/Tarah-Peltz/Polling-App-Cross-Plat>



SumeetBatra

#2

12 commits / 632 ++ / 164 --



Unity Game repo:

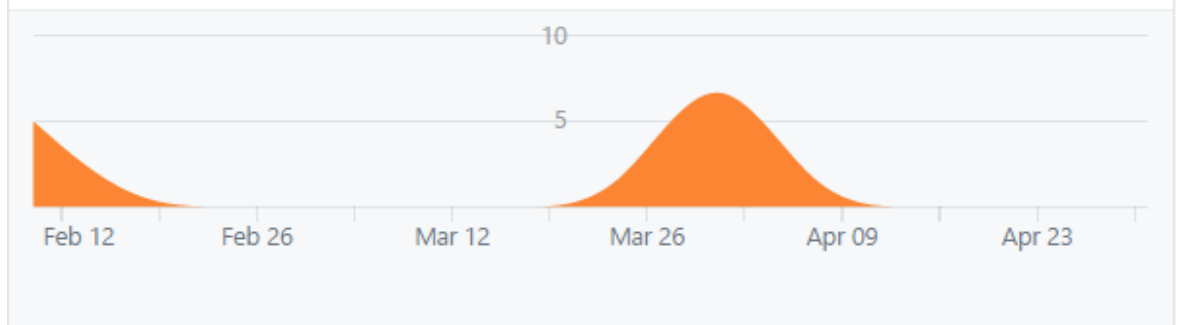
<https://github.com/dejesusroy/CSCI3308-Holo>



SumeetBatra

#1

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



HoloPollster app repo:

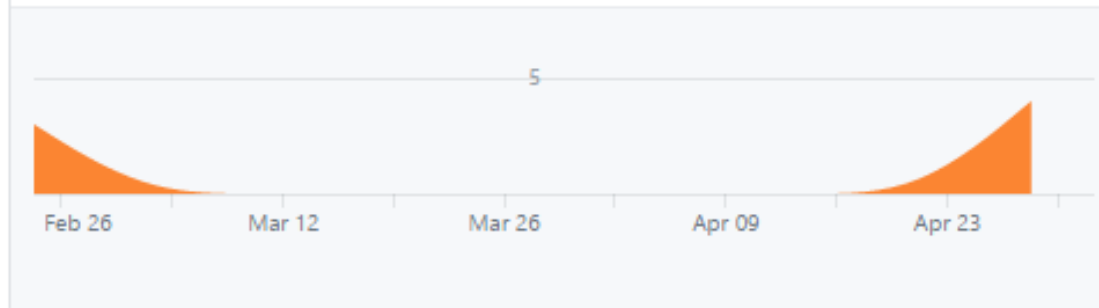
<https://github.com/Tarah-Peltz/Polling-App-Cross-Plat>



RobinsonK


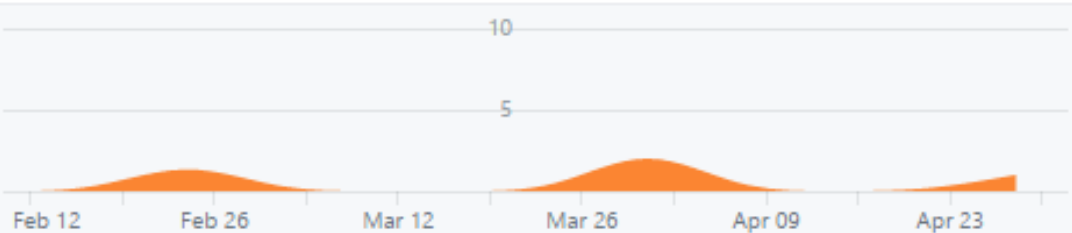

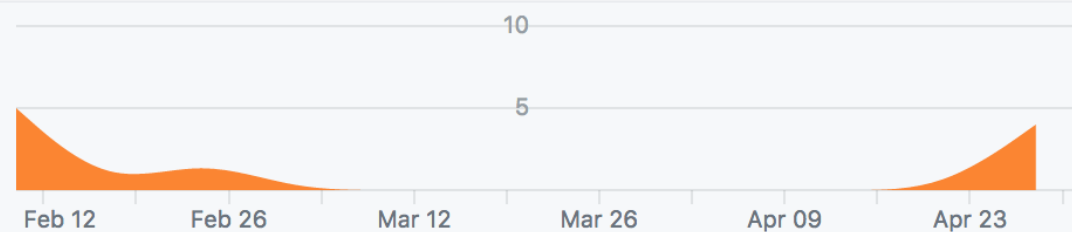
#3

7 commits / 37 ++ / 35 --



Unity Game repo:

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

	<div data-bbox="604 207 1711 651">  <b>RobinsonK</b> #5          6 commits / 142 ++ / 11 --       </div>  <div data-bbox="611 690 1726 1140">  <b>dejesusroy</b> #3          11 commits / 167 ++ / 73 --       </div> 
<p>Deployment: Link to deployment environment or explain how to access/run.</p>	<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.</p>

Auto-doc	Program: GhostDoc <a href="https://github.com/Tarah-Peltz/Polling-App-Cross-Plat/tree/master/Auto-Doc">https://github.com/Tarah-Peltz/Polling-App-Cross-Plat/tree/master/Auto-Doc</a>
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