Team

Hepson Sanchez:

* Designed and implemented the calibration process for the user to calibrate their headset with the various exercises and angles.
  + Created the user interface with instructions and pictures for the user to position themselves calibration poses for each exercise. Also includes 3D models of the headset for the user's guidance.
  + Implemented the calibration in script of the user's unique calibration orientations for each exercise set. The angles of these positions are stored for reference during the workout process following calibration.
* Designed and implemented the workout process
  + Created the user interface shown while the user is performing an exercise. Interface includes 4 statistics on the user's progress (sets, reps, calories burned, and timing). A stop option is also included to cancel the workout early.
  + Implemented the angle tracking in script of the user's headset in order to log a successful rep and track the workout progress using the calibrated angles found during the calibration process.
* Helped polish and bugtest final prototype
  + Tested apk builds
  + Gave UX feedback
  + Implemented bugfixes on any flaws

Nolan Kuo:

* Team Leader
  + Organized team meetings and kept track of team goals
  + Provided design assistance and feedback to all team members
* Designed and created the animations associated with the trainer and handled the Unity importation
  + Created the standard idle and wave animations that greets the user on loading in
  + Created the workout animations that is meant for demonstration in Blender, creating a situp, twist lunge, and twist crunch.
* Created the initial preliminary prototype
  + Merged all final products from each team member’s goals into one project
  + Reimplemented and fixed any porting issues
  + Designed the initial Menu Room scene
* Created the initial final prototype
  + Merged all final products from each team member into one project.
  + Reimplemented and fixed any porting issues
  + Recorded voice lines and handled all audio calls in final project

Umar Khalid:

* Enhanced the Main Menu
  + The Main Menu was developed inside the lobby, which is where the application initially loads into

The Menu was responsible for providing the user with information about the tutorial as well as allow the user to actually move into both the workout room and records room

* + There were three buttons, Workout, which took the user the workout room, Records, which took the user to the date record room, and Tutorial, which simply displayed a popup with a message on the tutorial of the application
* Utilized Raycasting to select buttons with a gaze pointer
  + We chose to use gaze pointer as our form of selection in the application instead of a physical bluetooth controller
  + Developed the gaze pointer button selection functionality where if the user selects a button for 2 seconds, the button would be selected and the action that comes up selecting that button would be completed, such as, selecting the Workout 1 button and moving into the Workout room.
  + Implemented image fill based on duration looked at for each button in the project
* Helped polish and bugtest final prototype
  + Tested apk builds
  + Gave UX feedback

Jeremy Stufflebeem:

* Design lead
  + Found and imported assets to complete design of rooms
  + Cleaned up assets folder
  + Fixed UV’s and lighting
  + Baked lighting to lower processing on phone
* Helped polish and bugtest preliminary prototype
  + Attached textures and meshes to objects missing them
  + Verified reflection and lighting
* Created record saving system, including dates and binary file storage
  + Designed a custom record room
  + Designed a custom save and load system
  + Implemented custom player data structure for easy serialization
* Helped polish final prototype
  + Fixed lighting issues
  + Cleaned up asset folder