

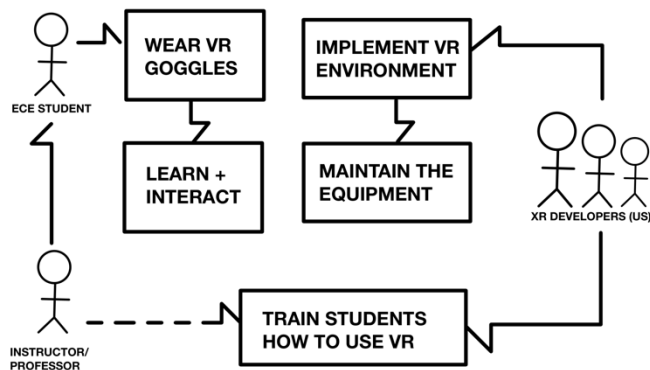
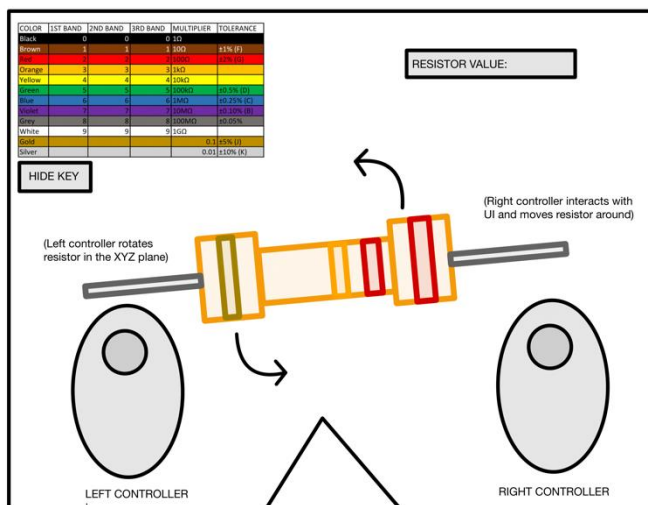
# eXtended Reality – Engineering Design Review

Stage: Requirements and Analysis and Design

Requirements:

- VR goggles (Quest 2)
- 3D Modeling using Autodesk Fusion 360
- Development platform such as Unreal with VR foundation
- Programming skills: C++
- Database or library that maps the color bands on resistors to their corresponding resistance values.

Design Idea: Decoding resistors' resistance values through color bands



#### Diego Tapia - Point of Contact

- Reached out to stakeholder to schedule meetings
- Suggested the idea of an interactive Lab-Like design
- Looked into potential design environments for project
- Researched into accessible hardware to be implemented

#### Joren Cruz – Archivist, Scheduler

- Scheduled weekly meetings with the team
- Wrote notes and uploaded them on GitHub
- Wrote majority of the Analysis and Logical Design Paper
- Created a case diagram
- Started 3D modeling using Fusion 360
- Did more research on how to make 3D animation using Blender

#### Daniel Wang – Editor, Treasurer

- Assembled (Informal) Documentation Dump
- Extensive research on implementation in other fields
- Standardized Format Across All Documents (OneDrive & GitHub)
- PPT Slides
- Sketched Early Design Ideas
- Environment development in Unreal Engine