

Organisation

VR-Interface-LAB for Grabbing Interaction

written by

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Interactive Systems
in SS 2017

Supervisor:

Prof. Dr. Stefan Michael Grünvogel
Institute for Media- and Phototechnology

1 Projektleitung und Projektteam

- Project Manager: Vera Brockmeyer
 - makes appointments
 - administers calender
 - creates project plan
 - communicates with Prof. Grünvogel
 - keeps overview of all proceedings
 - writes weekly report
 - manages all cloud folders and repositories
 - manages time and equipment resources
- Head of Unity Scene Builder:
 - researches the task
 - defines general design
 - keeps overview of current state
 - inform the project manager about problems and timing
- Head of Interaction:
 - researches the task
 - defines general interactions
 - keeps overview of current state
 - inform the project manager about problems and timing
- Head of Framework:
 - researches the task
 - build first framework draft
 - defines general API and UML
 - keeps overview of current state
 - inform the project manager about problems and timing

2 Infrastructure

2.0.1 Facilities

Size	minimum of 15 qm
Location	TH Deutz building
Requirements	unlimited access

2.0.2 Working Appliance

- two standard tables
- three chairs
- Computer with following requirements:

Prozessor	XXX
Arbeitsspeicher	XXX
Grafikkarte	XXX
Betriebssystem	Windows 10 Anniversary
Schnittstellen	3 × USB 2.0, 1 × HDMI

- HTV Vive, including two stations and two Vive Controller
- LeapMotion?
- Unity Licence
- Steam Login
- Visual Studio Licence

List
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Specs

3 Information System

3.1 File Management

- GitHub Repository for all LateX files
- GitHub Repository for complete Framework
- GoogleDrive Folder to organize presentation files, graphics and images, To-Do-List, papers, ect.

3.2 Formal and Informal non-verbal Communication

- Google Calender with availability of all team members and all team appointments
team appointments are intercalated exclusively by project manager
- All emails with subject *VR Interface Lab*
- All emails have every team member in cc
- Communication with Prof. Grünvogel via email and telephone
- Formal agreements of project team via via email
- Informal agreements of project team via Facebook Messenger

- Team members and Prof. Grünvogel receive weekly email report with current problems and proceeding

3.3 Formal and Informal verbal Communication

- weekly Skype or team meetings with stringently required appearance
- project meetings with Prof. Grünvogel as agreed