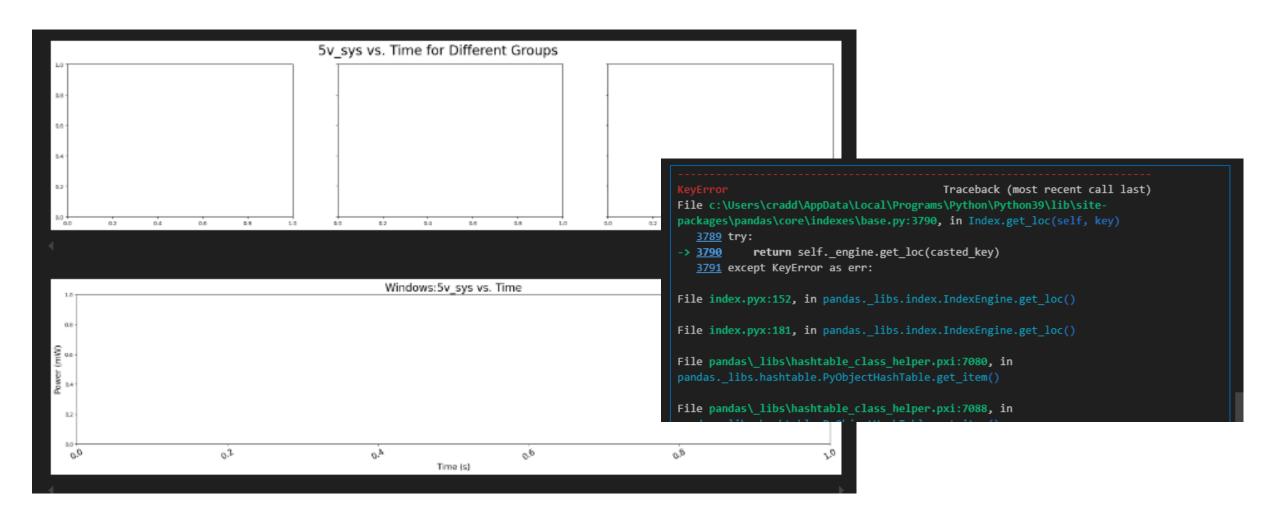


Unity

- Changed the meshes to be blue and more transparent
- May create data gathering mechanism in Unity
- Remembers the room, unless app is rebuilt
 - Scanning remembered room versus non remembered room
- Figuring out plan to gather data
 - Follow Allie's data gathering for comparison



Coding/Data Analysis



Current Questions

Future Project Goals

• Professor Ellis wanted to discuss future involvement in BURGS