Meeting Notes for 2017-11-8
Team PolyVox

Members Present: Chris Bokkam, Richard Cunard, Braxton Cuneo, Kirsten Winters

Technical Decisions:
- N/A

Action Requirements:
- Determine who will write which section of the tech review.   - Everyone
- Get the team access to the capstone lab   - Kirsten Winters

Meeting Notes:
1. Kirsten began the meeting by asking what progress the team had made on the tech review and the design document. The team responded that they are planning their tech review and have yet to begin working on the design document.
2. The team then went over who was responsible for each component of the tech review. Braxton had agreed to handle back-end design decisions, Chris agreed to handle motion tracking solutions, and Richard agreed to handle game engine choice. The team was still unsure about what other two aspects Richard should handle.
3. Kirsten then inquired further about how the team felt they were handling the workload for the class. The team felt they were making steady progress and had a handle on their assignment.
4. Kirsten asked if the team would be working over the winter break. The team discussed this and determined that they would be able to begin working on prototyping.
5. Kirsten asked if the team needed anything. The team stated that access to a VR setup would be beneficial to determining tech specifications. Kirsten said that she would begin the process of getting access to the capstone VR room for the team.
6. It was brought up that the Snell VR lab is available to the team without much effort.
7. The team discussed other technical decisions, such as the use of OpenGL or DirectX.
8. Kirsten asked if there was anything else that the team thought needed to be brought up in the tech review, such as anti-nausea features. The team decided that these were more experimental in nature, and would not be viable to decide upon at this point in development.
9. Braxton asked Kirsten what specifically she hoped to be able to 'draw' with the programs. Kirsten stated that she did not have a specific idea in mind, other than wanting to be able to "move [her] hand through space and have something appear".
10. The group began discussing miscellaneous ideas for features, and Kirsten said, given the sheer number of possible approaches, that the team should pursue what they felt would be the best design choice.
11. The team discussed possible ways to handle physical feedback. Braxton suggested some sort of strap or band to handle resistance for 'painting'. Richard suggested the use

of vibration functions, bringing up research that has been done on how the human brain will create stimuli if it sees something happening.
12. The team began discussing other ideas regarding physical feedback. Chris brought up the use of physical objects via tracking. Richard brought up Logitech's new VR keyboard, and it's hand tracking system.
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