Meeting Notes for 2018-2-23

Members Present: Chris Bokkam, Richard Cunard, Braxton Cuneo, Bryan Cuneo.

Action Requirements:
- Complete a demo-ready build of the front end   - Richard and Chris

1. The meeting began with Bryan asking about the team's progress regarding the alpha. Richard explained that the team was largely successful, with a few minor issues on the part of himself and Chris. The team explained that they had a basic VR UI, and a working voxel engine, but that they hadn't totally completed interfacing the two together.
2. The two of them spoke briefly about Braxton's challenges with using GLSL. Bryan then explained that he had spoken with some colleagues that were highly experienced with Unity, who explained that Unity has highly limited support of GL and GLSL. He explained that they suggested using Unity's proprietary shader language.
3. Braxton then entered the meeting, and began discussing his end of the project with Bryan, explaining how he had ported his GLSL code into HLSL.
4. Bryan then began asking about the state of the project, and if it would be possible to put together a working demo. Richard explained that the team had been having some issues developing due to limited access to a VR rig, but that after the team receives Bryan's Oculus, that element should be easier to handle, and that the team should have a working demo up soon. Bryan also suggested that the team use their ENGR accounts to access a Windows 10 ISO to install on one of the computers in the capstone lab.