Week 1:
- Accomplished
  - Jones: Tutorial scene constructed and oculus setup with camera
  - Buhler: Flashlight made
  - Jones and Buhler: Research into the phobia

Week 2:
- March 18
  - Meeting Held
    - Accomplishments:
      - Jones - Connected hands, stabilized the stage, and made google doc to show progress and add personal deadlines
      - Buhler - Enabled picking up the flashlight and movement within game
- March 19
- March 20
- March 21
- March 22
  - Maps for all levels made (Jones)
  - All sketched out levels have been made as well as flooring being added. Thinking about doing another level or two.
  - Fix rotating and grabbing flashlight (Buhler)
- Over weekend
  - March 23
    - Meeting 0800
  - Materials/shaders added and objects added to make levels feel real (Jones)
  - Flooring done, searching for free assets to make walls realistic think about batteries
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Week 3:
- March 25
  - Meeting @ 1700
  - Buhler: fixed falling off stage bug
  - Jones: made levels more realistic by adding wall color, lighting, and objects; added level transitioning
- March 26
- March 27
- March 28
- March 29
- Jones: Make one more level add elements for realisticness, make flashlight dimmer for each level except for last; fix weird lighting glitches; make level transitioning consequential

Week 4:
- April 1

- April 2
  - PROJECT DUE
  - Meeting held
    - Made level transitioning
    - Made video
    - Rewrote our 1-page description of system
    - Submitted!

Level 1- Basic Elements
- Your experience shall focus on at least one of the above phobias. (Done to some extent need to actually incorporate darkness into levels)
- Your experience shall allow the user to travel as a required part of completing at least one task. (Done)
- Your experience shall involve some degree of selection and manipulation of objects in the environment. These should be supported by a consistent metaphor. (Somewhat done. Interactive flashlight and possible addition of batteries)

Level 2- Supportive Elements
- Your experience shall have variety of tasks that can performed under varying levels of intensity. (Maze/scavenger hunt)
- The tasks and levels can be controlled externally through an interface provided to the therapist (presumably the laptop/desktop)

Level 3- Assessment Elements
- The experience is measured and performance is graded and permanently recorded, with an output artifact that persists beyond the current (and perhaps into the next) VR session.
- The subjective feeling of presence should be assessed within the experience, through an in-game survey.

GRADING
- Group grade (75%)
  - 1-page max PDF, description of your system. Include title and group members.
  - A high quality, voice and video, youtube video that shows and explains all required elements of your system. Should include live and virtual feed.
  - Unity project which should be functional
  - Your Git repository which should show you've made progress each week
- Individual grade (25%)
  - A report that you submit about how you were involved on the project.
  - Actual Git repository commits that are attributable to you.