VR Group Agenda

9/9/15

1. Group meetings

* How often
* Meeting minutes – Volunteer?
* Schedule – Calendar will be sent by email
* Weekend programming?

2. Grant

* Abstract
* Funding
* Timeline

3. Project

* Unity vs. Unreal Engine
* Project model – Dr. Wei
* Specific individual or small group assignments

Links for everyone to look at:

<https://answers.oculus.com/questions/115/computer-science-major-how-to-start-developing-for.html>

<https://developer.oculus.com/downloads/>