Work - Checkpoint 1

Grayson

- Created the asset files including the ball, net and cannon.
- Wrote basic C# Scripts to handle ball physics
- Created video

Future Work

- Refine models and assets
- Help with scripting
- Refine and edit final paper
- Gather testing participants

Kyle

- Wrote Methodologies section of paper
- Paper formatting and review
- Edited video

Future Work

- Continue paper sections Data Analysis and Results
- Help with physics issues in Unity
- Debug scripts
- Gather testing participants

Jacob

- Setup unity and created training simulation
- Debugged scripts for ball physics
- Demoed project for the video

Future Work

- Continue with unity builds
- Debug scripts
- Review paper
- Gather testing participants

Callista

- Wrote Introduction section of paper
- Wrote Related Works section of paper
- Edited Video

Future Work

- Continue paper sections results and conclusion
- Help with scripting
- Review paper
- Gather testing participants

Meetings

We met twice a week on Tuesdays and on Fridays starting on the fourth week of school. Each meeting lasted around an hour. During these meeting we set tasks for each member to complete. We used the meetings as more of planning time, rather than work time. We decided as group it would be easiest to complete the week's tasks on our time to remain efficient and be able to get code out. We plan to keep this schedule moving forward as it has worked well up to this point.

<u>VIDEO</u>

- https://youtu.be/ExQAAFVkgvY