Progress Documentation

Unity Version: Unity 2019.1.0f2 **XR settings:** Oculus

April 13, 2019 - Saturday

Christos Zourzoukis and David Lee met from 3:30pm - 6:00pm

This session consisted forming an idea of how we are to go about the project.
We decided to create an immersive simulator for interactive disaster training to help first-responders in high-stress situations.
We created a Git repository, checklist, and started research on the topic.

April 26, 2019 - Friday

Christos Zourzoukis and David Lee met from 12:30pm - 6:30pm

This session consisted of creating the layout and textures for our environment.
We used the VR lab to work on implementing basic functions.

April 27, 2019 - Saturday

Christos Zourzoukis

Added and scaled assets into the virtual environment, so that a more immersive environment can be more realistic in the eyes of the user. Did this from home.

April 29, 2019 - Monday

Christos Zourzoukis and David Lee met from 5:30pm - 11:30pm

FIxed up object manipulation and locomotion to be smoother. Rescaled some objects to be a more realistic size. Added some new assets and removed old ones.Looked into adding avatar presence. Added a survivor avatar for the first responder to locate and retrieve.

May 1, 2019 - Wednesday

Christos Zourzoukis and David Lee met from 6:30pm - 11:30pm

Fixed some scaling issues in terms of player height. Started work on GameManager functions scripts and began looking into how to implement haptic feedback and a persistent leaderboard. Filmed, edited, and submitted a video for the advertisement.

May 6, 2019 - Friday

Christos Zourzoukis and David Lee met from 3:30pm - 12:00am

Completed and implemented vibro-haptic feedback when picking up heavy objects. Implemented a script that allows for ceiling tiles to randomly fall onto the play area that the player must avoid. Revamped GameManager to allow an end of simulation scenario. Implemented a UI system that allows the player to constantly see the time it takes to complete the task. Attempted to finish a persistent leaderboard that is presented after an end of simulation event.