Week 1

Week 1 Accomplishments:

|  |  |
| --- | --- |
| Day | Worked On |
| Monday | Set up the project workspace. Set up the Trello cards with no current developer tasks. |
| Tuesday | Emotiv Research. Attempt to understand the Emotiv API. Create wrapper classed for the Emotiv API. Attempt to connect to the dongle/headset. I was unsuccessful due to confusion of Emotiv’s definition of “connect”. |
| Wednesday | I am still trying to figure out how to connect to the headset. All of today was spent finishing the wrapper classes and researching the how to connect to the headset. In my research, I stumbled upon other pieces of information that would help with interfacing with the headset down the road, all of which was useless to me now. |
| Thursday | Finally figured out how to connect to the headset. I can recognize insertion and removal of the Bluetooth USB Dongle. Spent most of the day coding the wire up for views to create and load profiles. |
| Friday | Discovered in my research and conversations with Mr. Krebs that XNA Game Engine is more suited for what I intend to do. Apparently, it will be pretty difficult to complete a bulk of my project with WPF alone. My new goal is to become comfortable with XNA. All of today was spent doing XNA tutorials. |
| Saturday |  |
| Sunday | XNA Tutorials. Link to 1st tutorial is in the “Research” folder structure. |

Week 2 Plans:

The ultimate goal of this week is to become comfortable with XNA Game Engine in such a manner that I can change screens based on events fired from the Emotiv neuro-headset. I worry that learning the new game engine API will take too much time. I will consider this week a victory if I can feel comfortable with XNA and can create/load/save user profiles for the neuro-headset. I found a series of tutorials for XNA each between 10 and 20 minutes long. My plan is to power through these 20 or so tutorials, treating them as a long crash course in XNA. Once finished with the tutorials, I should have enough information to carry on where I left off in the WPF version of the project.

Week 2

Week 2 Accomplishments:

|  |  |
| --- | --- |
| Day | Worked On |
| Monday |  |
| Tuesday |  |
| Wednesday |  |
| Thursday |  |
| Friday |  |
| Saturday |  |
| Sunday |  |

Week 3 Plans: