
Next Gen Emotion Computing Iteration 4



Our Client

- **Peak Mind**
- Dr. Alicia Mckoy
- VR Stress Reducing Technology
- Personalized coaching and support
- Identify employees at risk of burnout
- Provide early intervention



Team Members

Beethoven



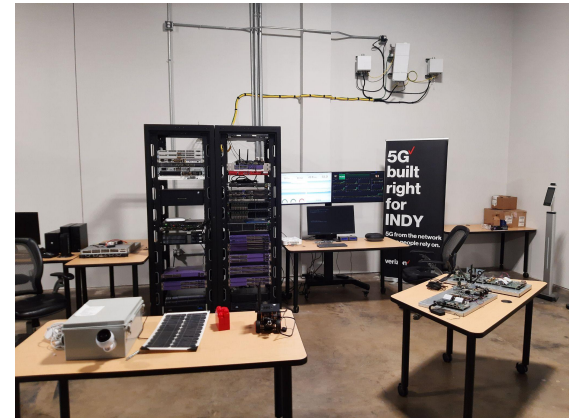
Peter



Ethan



Tommy

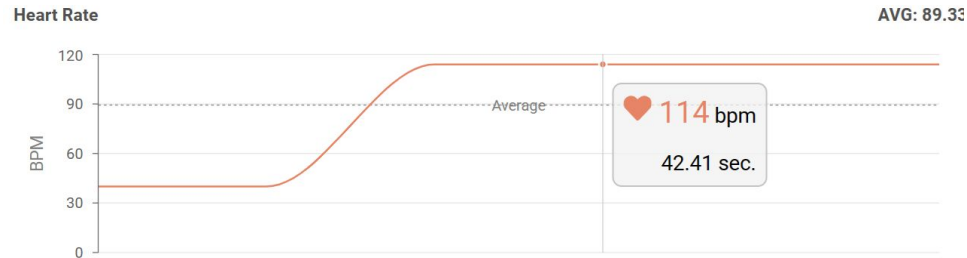


New Functionality This Iteration

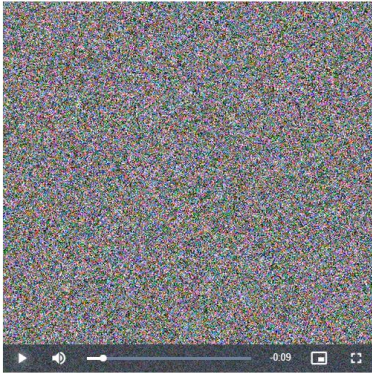
- True JSON upload loop from Unity and HP Omnicept Simulator to database to Webapp for user to view in visualized charts
- True MP4 upload loop from Unity and HP Omnicept simulated camera to database to Webapp for user to playback
- Camera preview in Unity App
- User deletion from organization works as intended now
- Video can now be exported and downloaded in webapp

True JSON upload loop from Unity and HP Omnicept Simulator to database to Webapp for user to view in visualized charts

- FR3. A user may log in with a six-digit code to view a visualization of their collected data.
- Corresponds to BR1. Reduce stress in the workforce



True MP4 upload loop from Unity and HP Omnicept simulated camera to database to Webapp for user to playback



- FR1. When a user is using the VR device, the video feed from the device's facial cameras will be recorded.
- Corresponds to BR2. Validate that dress reduction techniques are effective.

Camera preview in Unity App

- FR5. Activate the mouth facial biometric camera.
- Corresponds to BR2 Validate that stress reduction techniques are effective.



User deletion from organization works as intended now

**Permanently delete selected
user(s)?**

Warning: This will also delete all
associated session data.

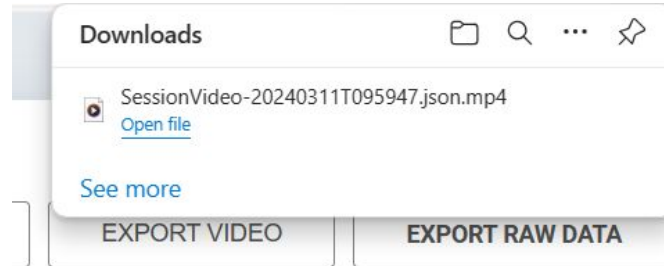
CANCEL

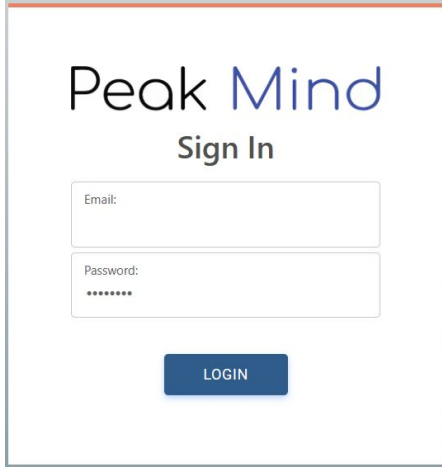
DELETE

FR4. Peak Mind analysts may access and manage all collected data and associated visualizations.
Corresponds to BR2. Validate that stress reduction techniques are effective.

Video can now be exported and downloaded in webapp

- FR1. When a user is using the VR device, the video feed from the device's facial cameras will be recorded.
- Corresponds to BR2. Validate that stress reduction techniques are effective.





New UI Changes This Iteration

- Updated PeakMind logo in several key locations
- Video player drastically resized in webapp for user ease of access
- Camera preview visible by users in Unity App
- DateTime now displays properly for user sessions based on local time

Mentor Feedback

Wyatt:

- Wyatt's primary piece of advice was to focus heavily on getting our test coverage up to 70% across the board, because that was one of our biggest shortcomings last iteration.
- Wyatt was content with our proposed plans for full loops with json and mp4 data upload.

Client Feedback

Dr. Mckoy:

- Timestamps should be shaved off to be more readable for users.
- Heart rate variability needs to be working
- Reset my password feature should be implemented
- Video upload should work with the actual VR headset
- Github repos need to eventually be transferred to Dr. Mckoy.
- We need to make our main Github repo private after giving access to Dr. Mckoy.
- Dr. Mckoy was content with the added functionality this iteration.

Iteration 5 features

- Video upload should work when using the real HP Omnicept headset.
- Password reset feature
- If a user deletes their data, we need to keep the data on the admin side.

Contributions: Ethan

- Full JSON upload loop
- Full MP4 upload loop
- Added video upload endpoint
- Enabled feedback for user login errors
- Added camera preview in Unity
- Fixed file path joining
- Fixed notetaking within the Webapp
- Fixed upload from Unity when including notes
- Fixed default url for Unity app
- Separated dataFilePath from datasetPath to work with video upload
- Synchronized note timestamp names property names

Contributions: Peter

- Video export button now functional
- Contributed to frontend test coverage
- Identified need for and created backend/local_files folder

Contributions: Ben

- Fixed DateTime display
- Populated session dashboard charts with json data
- Modified note schema to be saveable
- Modified video player to work in conjunction with Ethan's work
- Over 70% front end test coverage across the board
- Modified display size of video player
- Contributed to json upload full loop
- Contributed to mp4 upload full loop
- Updated Datastore to upload mp4 files to local_files
- Turned on the simulated camera in Unity

Contributions: Tommy

- Delete users button is now functional with users that have associated data
 - Multiple users
- Contributed to frontend test coverage
 - Chart component
 - Tooltip component

Random

Mentor Wyatt in a Corvette:

