18/01/2018 Scrum InteriAR Group H

Tanzum: Compiled word doc on Google API information, links to guides for use on mobile. Facebook to be done tomorrow.

Ethan: Created a mini prototype of a pre-build instant tracking example and imported in objects from our database of IKEA models.

Jibril: Compiled a detailed Trello-based product backlog.

Liban: Gathered information on Paypal/Mastercard, compiling word doc for tomorrow.

Ifrah: Looked into how SendBird works – will compile word doc for next scrum.

Shah: Absent

Cleon: Absent

19/01/18 Scrum Meeting

Ethan: Added a secondary object to the prototype, will look into the code elements of buttons etc.

Cleon: Started testing instant tracking with Wikitude will try get working in-app and look at grid for Tuesday.

Jibril: Finished off the backlog will get to grips with Unity for Tuesday.

Ifrah: In process of compiling the word on SendBird, will finish for Tuesday setup Unity and Wikitude.

Shah: Has looked into UI, created a few buttons. Will have a demonstration app by Tuesday.

Tanzum: Absent

Liban: Absent

23/01/18 Scrum

Ifrah: Completed and uploaded brief doc on SendBird chat API.

Tanzum: Completed and uploaded brief doc on Google/Facebook login API’s.

Cleon: Was struggling to fix building to his iPhone. Now fixed.

Liban: Finishing off his doc, done by thurs.

Ethan: Added test buttons/elements looked more at documentation.

Jibril: Set up Unity with Wikitude, getting familiar with it.

Shah: Built a small demo of UI within Unity.

25/01/18

Ethan: Has added a pop out menu with the furniture buttons.

Cleon: Has been struggling to fix license key for Wikitude, causing delay on development.

Tanzum: Trying to sort Photoshop.

Ifrah: Also trying to sort Photoshop

Jibril: Sorting out android SDK’s and has made a start on the spec.

Liban: Made a start on spec.

Shah: Absent

26/01/18

Ethan: Minor changes to the UI buttons, not much since yesterday.

Cleon: Still trying to fix licensing, currently in contact with Wikitude. (fixed after meeting – he messed up a capital letter the absolute wally).

Jibril: Has successfully deployed an example app to Android.

Liban: Has been working on the tech specification, making progress for documentation.

Ifrah: Has Photoshop set up.

Tanzum: Absent

Shah: Absentbut has done some work on database side

30/01/18

Ethan: Sorted out orientation of the app, left-landscape.

Ifrah: Been looking into logo design and learning photoshop.

Tanzum: Been looking into logo design and colour scheme.

Jibril: Finished tech spec.

Liban: Finished tech spec. Will work on more docs.

Shah: Has found and been trying to test a MongoDB driver for Unity, unfortunately there’s only a legacy driver available as Unity uses an older framework.

Cleon: Absent

01/02/18

Ethan: Got objects rotating on 3 touch gesture, but only time based not movement.

Tanzum: Been playing around with Photoshop, focusing on logo.

Liban: Looking into payment implementation with Unity.

Jibril: Sorting diagrams.

Ifrah: Focusing on UI.

Cleon: Looked into lean touch. Will now also look into snapshots.

Shah: Absent

02/02/18

Cleon: Has found a way to sort snapshots, will be implemented on a test app by Tuesday.

Ethan: Added code to hide menu on object select, fixed box collider.

Liban: Payment system for unity still in progress.

Jibril: Will have tech spec finished today.

Shah: Working with C# on database, managed to insert document, will look at displaying based on database.

Ifrah: Working on logo, developing

Tanzum: Absent

06/02/18

Ethan: Working on menus/submenus functionality of furniture.

Cleon: Been working on snapshot functionality, continuing into this sprint.

Ifrah: Looking at implementing SendBird into a sample application and has a mock up of a logo.

Shah: Has been able to insert documents via a unity app, moving onto displaying and creating an actual mock-up of decorator profile form.

Jibril: Absent

Liban: Absent

Tanzum: Absent

08/02/18

Ethan: Got 3 subsections, displaying 3 examples of that type of furniture each.

Tanzum: Has drawn up some interfaces designs.

Jibril: Finished diagram and wrote up some data gathered from very early user testing.

Liban: Has started to code up a payment system, in java at the moment, will try link to unity layer or look into possibilities as it isn’t straight forward.

Shah: Absent

Ifrah: Absent

Cleon: Absent

09/02/2018

Ethan: Minor tweaks from yesterday, cleaned up furniture buttons layout.

Jibril: Working on adding custom icons to unity.

Ifrah: Still looking into chat with sendbird

Shah: Looking into login, found google api requires payment and might be complicated – going to look into backup options while exploring google further.

Liban: Still working on payment stuff, working in java but will look into a way to combine with unity.

Cleon: Absent

Tanzum: Absent

20/02/18

Ethan: Added a delete object button, and tracking the currently selected object. Working on clearing that selected object.

Shah: Decided Google and FB API isn’t worth the hassle for our v1. Got a hashing algorithm working in C# for our user passwords.

Cleon: Still trying to get lean touch to work.

Ifrah: Working on SendBird channels working out private chat etc.

Liban: Has created a payment system in android studio, needs further testing and need to work out how to link it to the Unity project.

Jibril: Absent

Tanzum: Absent

01/03/18

Ethan: Fixed lean rotate to work on individual objects using twisting rather than time.

Cleon: Working on the actual UI within unity.

Tanzum: Designing the look of the UI.

Jibril: Got icons working.

Liban: Working on payment thing still, almost finished implementing it with a pop-up webpage.

Shah: Good progress on database stuff, displaying data, allowing user login etc.

Ifrah: Absent

22/03/18

Ethan: Added the icons, need 3 more to add. Also working on report.

Cleon: Thinking about report, will start with sendbird

Shah: Took unnecessary fields out of create account/database. Also added a starter gallery scene.

Jibril: Analysing user testing feedback. Getting extra icons.

Ifrah: Working report.

Tanzum: Working on report.

Liban: Working on report.

23/04/18

Ethan: Mostly finished dev rec, working on cleaning up overall report

Cleon: Design and implementation

Jibril: Formative eval

Liban: Summative eval

Ifrah: Summative eval

Tanzum: Absent

Shah: Absent