Expanse
Demo 1 - Individual Contributions

Group 13
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Joshua Chan
Marc Tabago
Yue Yang

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https://github.com/joshpaulchan/expanse

Individual Contributions Breakdown

Allen Tung	➔ Contributed to all documentation ➔ Wrote the window snipping code entirely. ➔ Added bmp to jpg compression in the code ➔ Created istreams for each window image and stored them in a composite file so they can be accessed completely from memory ➔ Saved images to filesystem for demonstration ➔ Added timer to window capture so images are smoother and independent of WM_PAINT messages ➔ Tested the code with various types of windows, finding and fixing errors as needed ➔ Implemented the filtering functions to only save the user visible enumerated windows
Andrew Chan	★ Designed demo brochure (layout, first page) ★ Researched various options for libraries to use ★ Wrote code in C# to implement gesture tracking from Kinect Library (not used in final code) ★ Contributed equally to all relevant documentation
Anthony Wong	➢ Designed and implemented head tracking application for Android phones to control the camera in the virtual scene ➢ Performed integration testing for phone and desktop interaction ➢ Built test virtual scene in Unity for testing and demo presentation ➢ Contributed to all technical documentation ➢ Using C#, wrote network scripts and RPC call functionality to pass rotation matrices from phone accelerometer to desktop. ➢ Using Cardboard sdk, implemented stereo rendering, barrel distortion for comfortable viewing in VR.
Dmitriy Kozorezov	● Designed and implemented the draggable windows and resize windows algorithm for objects using Three.js and javascript, in preparation for virtualizing the window feeds. ● Created virtual space using Three.js ● Contributed equally for all documentation. ● Created and worked on 3/5 slides for the first demo. ● Worked in joint with other members of the Virtualization group on needed specifications and features.
Joshua Chan	+ I designed and implemented the entire server and GUI, as per the specifications listed in the proposal and following report. + Suggested up with the socket-based integration technique we plan to use to integrate our self-standing sub systems + I contributed equally for all technical documentation

	+ I wrote the second (back) page of the brochure, images and diagrams included + I created 4/5 slides for the first presentation + I usually organize the meetings for our group and create the base document for our reports
Marc Tabago	❏ Contributed equally to all documentation ❏ Did research about Kinect libraries and APIs leading to discovery of Daniel James Ryan's KinectLibrary ❏ Led development and outlining of gesture tracking software specifications ❏ Implemented the ability of the gesture tracking software to calculate depth maps, find object curves, find contours, and find fingertips in C# by utilizing KinectLibrary ❏ Performed testing of all software methods in preparation for first demo
Yue Yang	- contributed to documentation - have some code but not being used - do some side work during the first demo

RESPONSIBILITY LEVELS		Allen	Andrew	Anthony	Dmitriy	Joshua	Marc	Yue	Total
	Project Management	14.3%	14.3%	14.3%	14.3%	14.3%	14.3%	14.3 %	100%
	Sec. 1: Interaction Diagrams	14.3%	14.3%	14.3%	14.3%	14.3%	14.3%	14.3 %	100%
	Sec. 2: Class Diagram and Interface Specification	14.3%	14.3%	14.3%	14.3%	14.3%	14.3%	14.3 %	100%
	Sec. 3: System Architecture and System Design	14.3%	14.3%	14.3%	14.3%	14.3%	14.3%	14.3 %	100%
	Sec. 4: Algorithms and Data Structures	14.3%	14.3%	14.3%	14.3%	14.3%	14.3%	14.3 %	100%
	Sec. 5 : User Interface Design and Implementation	14.3%	14.3%	14.3%	14.3%	14.3%	14.3%	14.3 %	100%
	Sec. 6: Design of Tests	14.3%	14.3%	14.3%	14.3%	14.3%	14.3%	14.3 %	100%
	Sec. 7: Project Management and Plan of Work	14.3%	14.3%	14.3%	14.3%	14.3%	14.3%	14.3 %	100%