

Clemson VR Team/Boeing 02/15/2021

Notes:

Is Boeing requiring a risk assessment?

- No, however could be considered a development reach-goal

Sprints are a single week to practice our Agile development methodology, beginning by meeting with our Scrum master to determine our weekly plan, complete our weekly tasks, then come together to demo the progress that the team has made since the previous sprint

Designing the Sandbox Environment:

- Somewhat mimic the steps in the video that Bernard sent last week
- We have to make sure they are portable (meaning the environment)

Planning/Requirements:

- We use Azure DevOps to create tasks and sub-tasks
- We conceptualized a function where the user of the system will have the ability to distinguish which stations and tools are by hovering over them otherwise known as "toast"
- Manufacturing technicians are the ones going to be the ones getting trained
 - Engineers could possibly have the ability to add/update tools?
- Passwords would control which account was mapped to which user program
 - This would increase security to not compromise the system

"VR for dummies":

- Map the units in Unity to real life measurements (meters, feet, etc.)
- Feature possibilities:
 - Measurements of parts/tooling inside VR
 - Adjust user height (slider option) on load in
 - Reality eye level mapped to Virtual Reality camera level

Voice recognition in Unity:

<https://blogs.unity3d.com/2016/08/02/speech-recognition-and-vr/>

***Action Items:**

Clemson Team

- Refine Gantt Chart
 - Add days and percent complete
 - Subcomponents
 - Other components happening simultaneously
- Show screen capture of our sprint board in Azure
 - Screenshot of a week as well as the entire timeline
- Provide demos to showcase the work completed over the course of our sprint