Journal Report 1

9/9/19-9/15/19
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Daily Log

Monday September 9

I finished all the configurations of the Unity environment. I eventually reverted to using an older version of Unity, because the newer version is not well-documented and I am more familiar with the old version.

Tuesday September 10

I added the scripts to the project that allow the user to gaze. These are the basic scripts that give the HoloLens its capabilities. Without these scripts, the user will not be able to interact with their environment, therefore defeating the point of having an Augmented Reality environment. Now, the user will be able to follow the cube around with their gaze, so the cube essentially moves around with the gaze of the user. This will be helpful for the code playground aspect of the game, because we will want the user to be able to have the code playground in front of them in the upper right corner at all times.

Thursday September 12

I added the script that allows the user to use the tap gesture. Now, the user is able to rotate the cube. I tried adding a script that moves the cube, however this did not work. The cube would move way too far. I believe it is because I used the wrong transform method, so I will need to look into the right one. Moving the cube can be helpful when the user has to move the code blocks to the run section of the code playground.

Timeline

Date	Goal	Met
September 8	Have the app configurations done, so I can start building the actual app	No, because the configurations are not completely done yet since I had an old Unity version that Microsoft isn't supporting anymore.
September 15	The "code playground" should be done by this point. The user should be able to drag and drop the code blocks to the run area.	No, because I am adding the capabilities to the cube before I start the "code playground" so I don't have to worry about other things first.
September 22	Have a robot object that appears at the start of the app. The robot should be able to move when the user hits "run" in the run portion of the "code playground" with the code blocks they put in.	
September 29	Create a simple, table-sized map where the robot will rest and will eventually move.	

Reflection

I overestimated how much I could do in a week. I also think it will be more helpful if I add all the capabilities to a cube first and then transfer it over to the actual elements of my game. Its much easier to start with something basic then have to worry about the other aspects of creating your own element.

I also think that I will have to start working at home to keep up with my schedule. I need to stick to this schedule if I want to test my program on elementary school kids and get results.

After I get the cube to move and rotate properly, then I will start making a button. I need to do things one step at a time, so I dont get too overwhelmed.

I hope that using an older version of Unity and the HoloToolKit will not affect how it runs. I know that for my other project, I am still using the older version, so I don't think it will be too big of a problem.