

Net-a-Porter VR Project

Bi-weekly Report 1

12 October 2016

Group Members: Vania D. Gunawan Setiono (Team Leader), Haran Anand, Yll Kelani

Overview

During the first week of this project, we assigned team roles, met the client for the first time to capture the requirements and researched about the technologies. It was a successful week as we were able to get a clearer understanding about the client as well as the project. The only negative we could take out of this week was that we were not able to know which of the three projects the client described was assigned to us, despite chasing up various members of staff.

Summary of Meetings

Meeting 1 (Thursday, 6 October 2016)

Attendees: Vania D. Gunawan Setiono, Haran Anand, Yll Kelani

Location: MPEB Labs

In our first meeting, we introduced ourselves to each other and discussed our individual strengths and skills in order to divide the project tasks appropriately. During this group meeting, we were given the client's contact details and a very brief description of the project with respect to the field of technology it was in: VR. We discussed about which tools and framework that we are going to use and also the platform that we will test our project on. We contacted the client and set an appointment for the group meeting with the client to discuss the project further. We also set up a Slack team account for our team to communicate with each other effectively.

Meeting 2 (Monday, 10 October 2016)

Attendees: Vania D. Gunawan Setiono, Haran Anand, Yll Kelani, Net-a-Porter Client

Location: Net-a-Porter Office

With the client being London based, In this meeting we went to the Net-a-Porter office to meet our client and discuss our project briefs to gain a clearer understanding of what we actually had to do. The client ran through some background information about the company, technologies they used and other useful pieces of information with regards to the project. Once we got into the high-level descriptions of the project briefs, all of us were quite excited to see the projects we would be undertaking as all 3 projects seemed highly innovative. Even though at this point we did not know what project we had been assigned or would get to choose if not already assigned, we mutually agreed that we would be happy with either one of the three. The client seemed very keen on us communicating a lot with them, which is very positive and even suggested we come into their offices and hot desk, so we could get support and recommendations from their tech team. After the project briefs, we were taken around the office, which we all felt was very useful as we really got a feel for the company and how they work ultimately giving us the impression that client would be a good fit.

Tasks Completed

- Met with the client to discuss the project brief and outcome
- Started gathering requirements with the client
- Researched about the technologies available for us to use
- Divided tasks among members and took on roles and responsibilities

Problems

There is some confusion regarding the project brief as the client has some ideas for the project but has not assigned each team to a particular project. We need to resolve this problem so that we can capture the requirements that the client wants and start working on the project as soon as possible.

Next Steps

The most important thing for us to do is to find out which project we have been assigned. For the remainder of the next two weeks, we are going to explore more options in terms of frameworks, tools and APIs that we can use in our project and research more about the most suitable ones. We are also going to finalise our requirements with the clients within the next two weeks. The group website should also be set up for the client to track our progress by the end of the upcoming fortnight.

Individual Contribution

Vania D Gunawan Setiono

As the team leader of the group, I have been responsible for communicating with the client and setting up meetings. I have started researching on the available tools that we can use to develop a VR environment for the project. I have also started reading more about design patterns in order to learn more about the different kinds of design patterns in software engineering to implement it in our project effectively.

Haran Anand

Given that both my parents are in the fashion industry and I have experience of developing e-commerce websites, I felt straight away that the client was a perfect fit for me. Adding to that, perhaps most importantly is the fact that it is a VR project, which is my desired field of technology; so much so that I purchased an Oculus Rift DK2 a few years back. In light of this current project, I have started to get back into developing in Unity, learning the most relevant parts of C# along the way in order to be more efficient as well as learning how to create more complex 3D models in Blender.

Yli Kelani

I've contacted the other members of the group and helped organise a communication system using Slack so we're connected. I've attended a meeting with the client in which we got a better idea of the company we're delivering to. Unfortunately, there was a lapse in communication between UCL and the client; there are three project briefs the client has provided for three groups but we, as one of the groups, haven't been told which is for which group and neither has the client. For now, we're waiting

for a reply from a coordinator in the module that can better inform us of the situation with the projects.