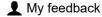
1/24/2022 FeedPulse







Skatrixx groep 2 - Leo, Nazar, Thupten & Wessel



Bachynskyy, Nazar N.S. - Heijden, wessel W.P.J.G. van der - Metsi, Fleans F. - Rekonkati, Thupten T.K.



Checkpoint 9 Final delivery meeting with clients 21-01-2022



Bachynskyy, Nazar N.S. 7 hours ago

On friday we had our final presentation of the Skatrixx project. Here we presented our project not only to Raymund, but also to his colleague/ boss. We presented our UI that had now been integrated with the 3D visualisation that was shown in the previous sprints. The UI had been made interactive with data being sharable between pages. The 3D visualisation had been improved, now being able move the camera in the 3D environment and have intergrating a ground and background. Movement of the skateboard was now recordable and you could rewatch the recording in different speeds and pause/resume when desired. Unfortunately, the demonstration was a bit hectic in the beginning. The sensor on the skateboard was malfunctioning and was preventing us from showing the correct integration. But in the end, we were able to get it to work and the live 3D representation for the skateboard was working was were the other features. After the presentation the questions posed by the teachers and the client were answered very successfully. The last part also turned into a brainstorming session about how to further proceed with the project. In the end, we are happy with what we were able to achieve in the this project and hope that the work that we made and the documentation provided with it will help the other teams in the future to further develop this project and bring it to a possible real first version.



Write a summary of what you discussed with your teacher...

Post Feedback

1/24/2022 FeedPulse

Checkpoint 8 Friday update met Maikel en Arjan 14-01-2022



Heijden, wessel W.P.J.G. van der 9 days ago

Today we meeted up with Arjan en Micheal. We updated Micheal on the progress of our project and showed him our UI/UX front-end and told him about our skateboard visualisation and recording the tricks. We discussed different functions for our project, like recording the tricks from distance by tapping your phone, airpods, smartwatch, skateboard or even recording based on movement of the skateboard.

We also discussed of the tasks that we are going to do today and in the next week. This includes making the documentation, working further on the UI/UX front-end ,combining the skateboard visualisations with the UI/UX, and further developing the skateboard visualisation.

Checkpoint 7 Wednesday demo with Raymund 12-01-2022





Metsi, Fleans F. 11 days ago

On todays meeting we presented our progress so far regarding the project we are currently working on. Starting with the visual aspect of the project, we displayed the current state of the coded pages for our application. Furthermore, we demonstrated the board tracking and recording (of the skate trick) using the sensors on the board. Additionally, the playback of the trick was showed on the meeting receiving generally all-together positive feedback regarding our progress on the current project so far. Lastly, notes were given for our next steps on the finalisation of the assignment such as which metrics might be recorded (velocity, height). Combining the UI and the functionality part that we have so far should also be our goal for the upcoming week.

Checkpoint 6 Wednesday feedback with Ruud and Arjan 22-12-2021





Metsi, Fleans F. a month ago

Today, we presented our progress regarding the visualization of the skateboard tricks, as well as the use of a digital motion processor (MPU-9250) in regards to our visualization of the live trick feed. Additionally, we displayed a few pre-defined tricks and as feedback is concerned, our main focus should be on fine-tuning the visualization and validating our hardware-use idea. Additionally, a suggestion was given regarding the user experience of our application by enhancing it with audio queues based on the user's actions. Lastly, the feedback that our group received from Raymond was generally positive, especially regarding our focus on the visualization part of the project. Additionally, for the moment, our goal is improving the visualization of the skateboard, focusing on turning a proof of concept into a feature.

1/24/2022 FeedPulse

Checkpoint 5 Tuesday meeting with Arjan 21-12-2021





Metsi, Fleans F. a month ago

Today we discussed user testing and more specifically the availability of Area 51 for testing purposes. A suggestion was given regarding where to find people who skate and the type of user testing that will be conducted. Furthermore, we presented the project plan and discussed the progress of our project so far. Regarding the plan itself, the feedback received was generally positive, concluding the completion of the plan. We presented our current work, starting with the 3d visualization of the skateboard, which as demonstrated visualizes the trick via a skateboard model. Additionally, we showed our progress with the design (paper prototype & Adobe Wireframes) of our application. Based on the aforementioned demonstrations, notes were given on which aspect of the project currently the focus should go on, and that would be the 3d visualization of the skateboard.

Checkpoint 4 Vrijdag met Arjan en Maikel 17-12-2021





Groeneweg, Arjan A.J. (Teacher) a month ago Leo hasn't been involved this day, no show in the meeting



Bachynskyy, Nazar N.S. a month ago

Today we had talk with the teachers to wrap up the week. They gave us feedback that we should really create a project plan. This is so that both we and the product owner know that is going on in the project. We later today worked on it and finished it, the first version of this was send to Arjan so that we can discuss it on Monday. Furthermore we discussed that we should more consistently announce when we will not be available to work on the project. We also explained our progress and process to Maikel, as he had not heard what we were working on at the moment. Thupten was able to show a 3d prototype of a skateboard moving. We will later try to get this to work with the provided files of the tricks. We are also going to work on seeing if we can use real-time data using the Arduino on the board or using our own hardware. A prototype of hardware communication using Javascript was made and could be expended to being able to send data from a gyroscope. On monday we will talk again and discuss our project plan

1/24/2022 FeedPulse

Checkpoint 3

Wednesday with Raymund

15-12-2021





Bachynskyy, Nazar N.S. a month ago

Today we our first group meeting with Raymund. We presented our progress so far that we had made. We told him that we entered an ideate phase where we as a group tried to come up with 3 ideas that could apply to the project. After feedback from the teachers, we were giving the advice to try and think outside of the box and talk to our target audience more. We did this and conducted interviews with skaters at Area 51 and presented our idea but most importantly ask their input into what they would want to see done with this data. All of the interviewees were mostly excited about visualizing the data (mostly for educational purposes). This new information was presented to Raymund and we decided that we would continue with the visualization idea. This idea is now going to be concepted for small screen personal use and for large screen event use. Because in the end the 3D visualization of the board can be used in multiple ways. After the talk with Raymund we discussed with the teachers what we need to do to get this project on track. We need to have good task division and a clear goal as to how we are going to prototype our concepts to the target audience and in turn Raymund. We should also here think outside of the box and try and not be limited by technology, but for example also use physical means to present concept. Next Wednesday we will again speak with Raymund and show some concepts so that they are more tangible and can clearly show what it is we are trying to do.

Checkpoint 2

Maandag met Arjan 13-12-2021 ⚠





Heijden, wessel W.P.J.G. van der a month ago

We hebben als groep drie concepten bedacht en gevisualiseerd doormiddel van een storyboard. We hebben deze drie concepten aan Arjan laten zien in een feedback gesprek. Arjan vond dat de concepten erg veel op elkaar leken en alleen de spelvorm erin veranderde. Arjan zei dat we onze concepten beter moeten onderbouwen en niet te veel uitgaan van aannames. Ook vertelde Arjan dat we misschien een andere denkwijze moesten toepassen, nu leek het vooral of we alleen dachten aan "direct" iets met de data van het skateboard doen. Dus gaan we nu eerst onderzoek doen en skaters ondervragen over ons project. En daarna op basis daarvan concepten ontwikkelen.

Checkpoint 1

Wednesday with Arjan

08-12-2021





Bachynskyy, Nazar N.S. a month ago

Yesterday we had a feedback session with Arjan about our project. At that moment we had not started yet, seeing as we had all agreed to first focus on our portfolios. We did make a cooperation contract with the team to set some basic rules. When talking with Arjan we decided that we would come up with at least 3 initial ideas and we would discuss those. We were encouraged by him to try and think outside of the box and look into all kinds of solutions and features to add, on both software and hardware aspects.

Privacy Policy - Developed by DRTEAM