

Team Name: (GenericCampusTourCompany) Jimmie Cox, Nick Heyart, and Kristin Johnson

Report Number: Feb 3 – Feb 9

Reporting Week: 2/03/2025 - 2/9/2025

Summary of work completed in prior week:

- We all met together for our weekly meeting and had a discussion on what to do next week. In terms of the UI/UX, the rescaling was able to work and got that completely working. Also got the formatting to fully center itself in the left side of the program.
- Camera view can move up and down.
- Fix bugs related to clicking on map locations and mesh generation
- Complete map of first and second floors of Russ & Joshi

Summary of work planned for next week:

- Next week's meeting we plan on continuing to show contributions to the project but also completing the Requirements Presentation
- Going to consider changing the way the UI/UX looks from horizontal to vertical when shrunk to a certain size (Might make it look better)
- Make sure Git works for everyone and figure out how to merge contributions
- Start implementing room number search and pathing

Open issues and action plan to resolve them:

- Mesh generation setup in Blender requires manual touch-ups on stairs and elevators
 - Determine if it is practical to do a manual touch-up on the entire university map
 - Bash head against geometry nodes if not

Project management summary

Team member	Tasks completed	Hours worked for week	Total hours
Jimmie Cox	Worked on UI / UX on Godot again primarily with resizing among other things	4	18
Nick Heyart	Fixed map click detection, mapped more of Russ, refined blender mesh generation	5	22
Kristin Johnson	Set up environment again, added additional camera control	6	18

Meeting summary

For each team meeting provide the date, time, and location of the meeting. Indicate which members attended the meeting and itemized action items discussed in the meeting.

Date: 2/3/2025

Time: 12:30 PM – 1:00 PM

Location of Meeting: Online over Discord

Who Attended: Nick Heyart, Kristin Johnson, Jimmie Cox

Items Discussed In Meeting:

-Changed meeting from in-person to online because class was online and thought it would be easier than getting on campus and then meeting but online would be easier anyway.

-Discussed ideas for the UI

-Delegated some tasks on using the q and e button to raise and lower the camera for the map

-Discussed interface bugs and plans to fix them