

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

Report Number: March 3 – March 9

Reporting Week: 3/03/2025 - 3/09/2025

Summary of work completed in prior week:

- **UI for schedule input is about 80% done; needs some tweaks for better readability**
- **Issue regarding key input/map nav overlap solved**
- **Contacted David Kendrick about floor plans (waiting to hear back)**
- **Did some work to fix OCR including things like getting rid of some walls manually, other parts of the picture.**
- **Got OCR data imported into godot**
- **Started work on displaying room numbers on the map**
- **Made a skybox shader**
- **Improved interior shader and changed lighting angle to have more visible edges**

Summary of work planned for next week:

- **Finish schedule parsing/formatting to connect more easily to map nodes**
- **More UI changes/tweaks**
- **Work on getting the alphabet trie up and fully working**

Open issues and action plan to resolve them:

-Issue with OCR having too much noise preventing it from getting really great results, so going to work on minimizing noise like walls by getting rid of them and also waiting to hear back from Facilities to see if we can get floor plans without walls

-

Project management summary

Team member	Tasks completed	Hours worked for week	Total hours
Jimmie Cox	Continued working on OCR stuff and was able to finalize a few buildings but overall more work needs to be done	5	45
Nick Heyart	Implemented CSV import, room labels, skybox shader, improved interior shader.	12	40
Kristin Johnson	Fixed UI/map nav issue, started schedule input parsing	7	39

Meeting summary

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

Date: 3/06/2025

Time: 5:15-5:45 PM

Location of Meeting: Online

Who Attended: Nick Heyart, Kristin Johnson, Jimmie Cox

Items Discussed In Meeting:

- Talked about open issues like OCR and some issues with the scheduling aspect of the program
- Talked about what solutions we could do to fix these issues
- Discussed frontend progress
- Discussed schedule import