

CprE 491 Weekly Report - Week 11

Dates: 11/10/15 - 11/16/15

Group: May1617

Advisors: Dr. Zambreno / Dr. Jones

Client: Matt Dresser (Vermeer Corporation)

Members: Brian Gillenwater, Nate Kent, Quinn Murphy, Bryce Poellet, Jon Schlueter

Project Title: Quadrotor Environment Mapping

Weekly Summary

- 492 Meeting
- Game engine testing
- Began work on Windows Application networking

Meeting Notes

Thursday 11/12/15 3:00pm - 492 Meeting (Brian, Jon, Quinn)

- Meeting with 492 Group
- Learned about C.O.G.S.

Friday 11/13/15 4:30pm - Advisor Meeting (Quinn, Bryce, Matt)

- Updated Client on project status

Monday 11/9/15 10:00am - Team Meeting (Quinn, Nate, Brian, Bryce, Jon)

- Discussed current progress in each part of the project
 - Network communication progressing
 - Issues with model import

Pending Issues

- Issues with importing the model into game engine

Plans for Next Week

- Photogrammetry pipeline / Models export
 - Nate
- Import into Game Engine
 - Jon
- Google Maps Integration

- Jon
- Windows/Algorithm Development
 - Windows Application Networking - Bryce
 - Brian
- Android Development
 - Quinn
- Update Website
 - Brian

Individual Contributions

- Brian Gillenwater
 - Met with 492 group
 - Updates to Website
- Nate Kent
 - Photogrammetry pipeline
- Quinn Murphy
 - Met with 492 group
 - Created initial Android application that can read binary location files
- Bryce Poellet
 - Got a local TCP loopback working with Qt
- Jon Schlueter
 - Met with 492 group
 - Created a couple photo batches to test photogrammetry

Name	Hours this Week	Cumulative Hours	Role
Brian Gillenwater	3.0	24.0	Webmaster
Nate Kent	1.0	20.0	Productivity Officer
Quinn Murphy	6.0	27.0	Leader
Bryce Poellet	5.0	23.5	Communications
Jon Schlueter	4.0	27.0	Key Concepts