

sddec18-09: Hidden Guardian

Week 8 Report

March 31 - April 6

Team MembersJennifer Frank — *Team Lead*Jacob Stilwell — *Computer Programmer*Thomas Kirby — *Backend Developer*Keng-Yik Ho — *Chief Engineer*Matthew Pedretti — *Hardware Engineer*

Summary of Progress this Report

This week we continued to research and test out different methods to capture game audio with continuous lack of progress. Though we thought it was feasible in the beginning stages due to documentation that misled us, we came to the conclusion that gathering audio or chat data directly from the console is either not feasible or would be too costly to continue. In pursuit of progress and the ability to still provide a product that meets requirements to the best of our ability we decided to consider different routes. We created potential plans brought this up to our adviser and intended to work with our client to find the best solution in the future. Other work that was completed this week included mobile development local database connection and login functionality, updating documentation, and implementing Window's speech to text functionality. We also started working on one of the new approaches (writing our own game API for future developers to implement with their games) so that we could present that to the client, confident it could be a potential solution.

Pending Issues

Our pending issue is to work with our client in deciding what route to go down from here on out (without gathering the audio data from the console), while still using our work on speech to text and mobile application in the new approach and to get this finalized and prepared for our presentation in the upcoming two weeks.

Plans for Upcoming Reporting Period

Our plan for our upcoming week is to solidify our approach and to adapt our project to it. It is also to create a rough draft presentation for our adviser so that we start preparing for that in advance. By next week we should have a better handle on our database connection and have made further progress in our mobile application as we are now nearing the end of the learning curve to get familiar with it. Similarly, we will work on hardware proof of concept drawings and visualizations of the work we have done for said presentation practice.

Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours
Jennifer Frank	This week I worked on updating documentation, mobile application login functionality, and facilitating proposals of new approaches to take with our project.	7	54
Jacob Stilwell	I finished the local database setup. Then I looked into documentation for connecting the app to an external database. After finding the documentation, I started working on setting the app up to connect to the database	5	32
Thomas Kirby	This week i started moving from the previous background app idea to the "game api" idea given by prof popandi. Currently have an extraordinarily simple app that just notifies button presses to the xbox screen. currently working on using microsofts in game chat library to simulate in game chat and sending that to the database.	9	59
Keng-Yik Ho	I have continue working on creating a UWP app that can capture game audio. The method I used is using the APIs of Windows.Media.AppRecording namespace. However I am not able to run the app probably because some lines are done incorrectly.	7	39
Matthew Pedretti	This week I have been working on implementing a sample program for continuous voice recognition. I have been basing my example on a same provided by Microsoft. The provided sample has many extraneous features irrelevant to our project and my main focus is trying to isolate all of the pieces necessary for the portion we need. Once I have the bar minimum needed for this piece to function it should be relatively easy to build back up to implement in our own app.	6	61