

*Group number: 4*

*Project title: Multiactor Framework for HTC Vive*

*Client &/Advisor: Dr. Nir Keren*

*Team Members/Role:*

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*Andrew Buchta – Communications Lead,*

*Nicholas Boos – Co-Webmaster,*

*John Heiling Co-Webmaster,*

*Marcus Eidahl – Co-Design Lead,*

*Robert Slazak – Co-Design Lead, Tom Kiss – Team Lead*

○ **Weekly Summary (Short summary about what you did this week)**

We downloaded all the necessary software, begun to get familiar with it, also met to discuss our Git strategy and begun to split project up into tasks.

○ **Past week accomplishments (please describe as what was done, by whom, when)**

This week we spent time getting familiar with the programs we will be using, and held a meeting on Sunday about what our Git branching strategy will be. We also broke our task into parts with rough deadlines. With these deadlines we created a series of sprints, of which we have different goals at the end of each sprint. We then took a closer look at our next sprint, and broke it into separate tasks for everyone. Drew took the lead on developing the Git Branching Strategy, and Marcus started to analyze how the Vive and Unity work together. Both Drew and Marcus presented this information at the Sunday meeting. We also agreed upon a weekly group coding time in the VR center on Sunday at 2pm until 4pm.

○ **Pending issues (if applicable)**

- N/A

○ **Individual contributions**

<b><u>NAME</u></b>	<b><u>Individual Contributions</u></b>	<b><u>Hours this week</u></b>	<b><u>HOURS cumulative</u></b>
Andrew Buchta	Git Strategy, C# practice, design meeting, downloaded programs	4	5
Tom Kiss	Set up Vive, took notes for meeting, design meeting, downloaded programs	4	5.5
Marcus Eidahl	Unity tutorial and design strategy, design meeting, download programs	4	5
Nicholas Boos	C# practice, design meeting, downloaded programs	3	4
Robert Slezak	C# practice, design meeting, downloaded programs	3	4
John Heiling	C# practice, design meeting, downloaded programs	3	4

○ **Comments and extended discussion**

○ **Plan for coming week (please describe as what, who, when)**

- ❖ Andrew Buchta: Learn Vive libraries and the proper way to hook vive into a unity game, go through a tutorial in Unity
- ❖ Tom Kiss: Go through a tutorial in unity, start environment design
- ❖ Marcus Eidahl: Go through a tutorial in unity, start environment design
- ❖ Nicholas Boos: Go through a tutorial in unity, start environment design
- ❖ John Heiling: Go through a tutorial in unity, start environment design
- ❖ Robert Slezak: Go through a tutorial in unity, start environment design

○ **Summary of weekly advisor meeting (if applicable/optional)**

This week we did not get the chance to meet with our advisor yet due to him being busy during the career fair. Our meeting was rescheduled to tomorrow (9/21).