*EE 491 WEEKLY REPORT 11*          *Date: 11/15/16-11/28/16*

*Group number: 4*

*Project title: Multiactor Framework for HTC Vive*

*Client &/Advisor: Dr. Nir Keren*

*Team Members/Role:*

*Andrew Buchta – Communications Lead,*

*Nicholas Boos – Co-Webmaster,*

*John Heiling Co-Webmaster,*

*Marcus Eidahl – Co-Design Lead,*

*Robert Slezak – Co-Design Lead,*

*Tom Kiss – Team Lead*

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

This week we continued work on the Authoring Mechanism and started implementing networking via a Unity Master Server instead of direct IP connection. We also found a plugin that will help us record scene activity for playback.

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

o   Drew added a screenflow to the matrix authoring mechanism, allowing the user to first select the matrix name, then matrix dimensions. He also started building click and edit functionality for each canvas. As of right now it is only possible to edit text content.
o   Tom researched recording a scene and found a plugin that will do it for us.
o   Marcus and John worked on voice communication using Unity Master Server
o   Nick and Robert worked on implementing the Unity Master Server using Unity

## Pending issues (if applicable)

●   N/A

**Individual contributions**

| NAME | Individual Contributions | Hours this week | HOURS cumulative |
|------|--------------------------|-----------------|------------------|
| Andrew Buchta | Authoring screenflow, editing algorithms, added matrix to networking scene | 9 | 54 |
| Tom Kiss | Researched scene playback and found plugin | 5 | 50.5 |
| Marcus Eidahl | Started working on using a master server for voice | 5 | 46 |
| Nicholas Boos | Master server work | 5 | 48.5 |
| Robert Slezak | Unity Master Servers | 5 | 45 |
| John Heiling | Started working on using a master server for voice | 5 | 49 |

**Comments and extended discussion**

Most of the group is focusing on the networking functionality, while Drew continues to work on the Decision Matrix aspect of the project. We think we are in a decent position for the end of the first semester.

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

o   Andrew Buchta:  Help build presentation, maybe start saving and loading algorithms for decision matrices.
o   Tom Kiss: Work on presentation, begin implementing playback plugin
o   Marcus Eidahl: Work on presentation, flesh out voice communication
o   Nicholas Boos: Work on website, finish Unity Master server
o   John Heiling: Work on website, flesh out voice communication
o   Robert Slezak: Work on presentation, finish Unity Master server

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

Nir had a busy week before Fall break so we did not meet.