

Group number: 4

Project title: Multi-Actor 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)

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

- o Drew wrote a script to allow Decision Matrices to be saved as a prefab
- o Tom created a script to record the movement of players in a scene.
- o Marcus and John worked on voice communication using Unity Master Server
- o Nick, Robert, and Marcus furthered the implementation of the Unity Master Server and worked on making a better environment for showing synced objects across users

Individual contributions

<u>NAME</u>	<u>Individual Contributions</u>	<u>Hours this week</u>	<u>HOURS cumulative</u>
Andrew Buchta	Saving decision matrices	5	64
Tom Kiss	Created script to record player movement	5	60.5
Marcus Eidahl	Unity Master Servers/Environment	6.5	52.5
Nicholas Boos	Unity Master Servers/Environment	5	60
Robert Slezak	Unity Master Servers/Environment	11	66.5
John Heiling	Continue working on voice communication	3	57

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

- o Andrew Buchta: Loading decision matrices
- o Tom Kiss: refine player movement recording and start implementing variable speed playback
- o Marcus Eidahl: Finish voice communication
- o Nicholas Boos: Continue polishing the unity server and make an environment to show syncing across users
- o John Heiling: Continue working on voice communication
- o Robert Slezak: Start working on VR Avatar hands

Summary of weekly advisor meeting (if applicable/optional)

Our first meeting is scheduled for next week.