

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)

This week we finished migrating our matchmaking to the unity servers, added loading of editable matrices, started building voice communication over the unity server, and also continued working on scene playback.

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

- o Drew created the ability to load an existing matrix into the authoring scene
- o Tom refined the way that player movement is recorded, and started working on varying the speed of the playback
- o Marcus and John worked on voice communication using Unity Master Server
- o Nick, Robert, and Marcus finished the Unity Master Servers implementation for matchmaking.

Individual contributions

<u>NAME</u>	<u>Individual Contributions</u>	<u>Hours this week</u>	<u>HOURS cumulative</u>
Andrew Buchta	Loading Authoring Matrices	7	71
Tom Kiss	Refined movement recording, variable playback speed	7.5	68
Marcus Eidahl	Unity Master Servers/Environment	8	67
Nicholas Boos	Continue working on voice communication	6	66
Robert Slezak	VR Avatar	1.5	68
John Heiling	Continue working on voice communication	6	63

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

- o Andrew Buchta: Fix bugs with saving and loading matrices
- o Tom Kiss: Finish the scene playback speed varying and start incorporating into VR scene
- o Marcus Eidahl: Continued working on the environment to showcase the network and fix network disconnecting
- o Nicholas Boos: Continued working on the environment to showcase the network and fix network disconnecting
- o John Heiling: Finish voice communication and start on voice recording
- o Robert Slezak: Continue working on VR Avatar Hands

Summary of weekly advisor meeting (if applicable/optional)

This week we met with one of Nir's coworker, Peter. We demonstrated text editing of decision matrices, networking with the unity master server, and an early version of scene playback. Peter was happy with our progress over the beginning of this semester and passed his feedback to Nir.