

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 was primarily a bug fixing week. Decision matrices were not editable after being loaded, that was fixed. Matchmaking disconnected between 1 and 2 minutes of playtime, that was also fixed. We also completed making the speed of playback variable, and also continued working on voice communication.

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

- o Drew fixed bugs with saving and loading matrices and also began working on an algorithm to turn an editable matrix into a matrix usable within simulations. He also met with another team to help them get started with their own decision matrix.
- o Tom finished implementing the variable speed on the playback and began integrating playback into the VR scene
- o Marcus and John worked on voice communication using Unity Master Server
- o Nick, Robert, and Marcus refined the matchmaking networking to prevent unexpected disconnections.

Individual contributions

| <u>NAME</u> | <u>Individual Contributions</u> | <u>Hours this week</u> | <u>HOURS cumulative</u> |
|--------------------|---|---------------------------------------|------------------------------------|
| Andrew Buchta | Decision Matrix bugs and conversion algorithm | 8 | 79 |
| Tom Kiss | Finished variable playback speed | 8 | 76 |
| Marcus Eidahl | Unity Master Servers/Environment | 8 | 75 |
| Nicholas Boos | Unity Master Servers/Environment | 8 | 74 |
| Robert Slezak | VR Avatar | 8 | 76 |
| John Heiling | Continue working on voice communication/recording | 8 | 71 |

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

- o Andrew Buchta: Finish conversion algorithm, merge code into master project
- o Tom Kiss: Finish integrating playback into VR scene and go back to working on recording inputs from players' controllers
- o Marcus Eidahl: Finish building testing environment
- o Nicholas Boos: Finish building testing environment
- o John Heiling: Finish voice communication and continue to work 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 Nir and demonstrated saving and loading of matrices, scene playback, and had him play within a test environment. He said he is very pleased with our progress and seemed to enjoy playing within the demo.