

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 the group worked together in-person to start making a master project that included all functionality. We also created a free flying camera for scene playback, built realistic hands by the client's request, began testing conversion scripts for decision matrices, and continued working on voice communication.

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

- o Drew built a test scene for loading a matrix in "live" mode, which is an un-editable version of a decision matrix. He also built an algorithm to re-attach missing scripts to matrices after they were loaded.
- o Tom implemented a way to detach the camera from the player so as to view the playback from any angle
- o Marcus and John worked on voice communication using Unity Master Server
- o Robert was able to replace the block hands with realistic hands for VR.
- o Marcus and Nick worked on building a simulation environment that will be used for future demos.

Individual contributions

<u>NAME</u>	<u>Individual Contributions</u>	<u>Hours this week</u>	<u>HOURS cumulative</u>
Andrew Buchta	Live decision matrix test scene and re-attachment script.	8	87
Tom Kiss	View playback from any angle	8	84
Marcus Eidahl	Built an environment for testing	9	84
Nicholas Boos	Built an environment for testing	9	83
Robert Slezak	VR Avatar	8	84
John Heiling	Continue working on voice communication/recording	8	79

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

- o Andrew Buchta: Complete decision matrix conversion algorithm, adjust decision matrix script to center the decision matrix depending on size.
- o Tom Kiss: Implement playback into the ISS
- o Marcus Eidahl: Get playback into vr. Get ISS scene
- o Nicholas Boos: Assist in finishing voice communication
- o John Heiling: Finish voice communication and implement voice in main project
- o Robert Slezak: Continue working on VR Avatar Hands and integrate networking on ISS scene

Summary of weekly advisor meeting (if applicable/optional)

This week we demonstrated our test environment to Nir. He played a game where a turret shot lasers at him, and he could redirect the with a sword in his hand. Another player then joined his game and he was pleased with the appearance of both players and how they could both interact with the scene.