

*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 continued working on the ISS environment. The decision matrix scene was moved into the ISS project and code conflicts were fixed. Voice communication was fixed to work in two directions. Scene playback was adjusted to record input of multiple players.

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

- o Drew merged his text decision matrix scene and scripts into the master server, and started building audio functionality within the decision matrix
- o Tom worked with Marcus finished incorporating playback into ISS 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**

<b><u>NAME</u></b>	<b><u>Individual Contributions</u></b>	<b><u>Hours this week</u></b>	<b><u>HOURS cumulative</u></b>
Andrew Buchta	Decision Matrix bugs and conversion algorithm	8	101
Tom Kiss	Finished playback with multiple actors in ISS	8	100
Marcus Eidahl	Finished playback with multiple actors in ISS	8	100
Nicholas Boos	2 way voice comms	8	99
Robert Slezak	VR Avatar	8	99
John Heiling	2 way voice comms	8	95

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

- o Andrew Buchta: Create a script to load an audio file based on input of the file name into a Decision Matrix.
- o Tom Kiss: Fix a bug where playback only records the play area movement, not the actual player
- o Marcus Eidahl: Clean up playback scripts
- o Nicholas Boos: Finish voice communication and continue to work on voice recording
- 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)**

We demonstrated the ISS scene to Nir and noticed a few bugs with playback. We plan to correct these by next week.