

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 work on recording player positions, implemented voice chat to a demo scene, implemented new avatars, and made the matrix authoring scene more user-friendly.

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

- o Drew made the the UI in the authoring mechanism easier to use with a more user-friendly layout and text instructions at each step of the process.
- o Tom and Marcus made it so the actual player character was recorded, not the play area.
- o John and Nick got a demo scene working with voice chat
- o Robert replaced the VR Avatar with a VR Male Avatar and corrected hand positions.

Individual contributions

<u>NAME</u>	<u>Individual Contributions</u>	<u>Hours this week</u>	<u>HOURS cumulative</u>
Andrew Buchta	Authoring matrix UI improvements, instructions	7	108
Tom Kiss	Replay system	6	106
Marcus Eidahl	Replay system	6	106
Nicholas Boos	Voice Chat	6	105
Robert Slezak	VR Avatars Heads and Hands	10	109
John Heiling	Voice Chat	6	101

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

- o Andrew Buchta: Implement audio content option to authoring scene
- o Tom Kiss: Make the replay system record based on delta time
- o Marcus Eidahl: Make the replay system work in delta time
- o Nicholas Boos: Implement voice chat into the main scene
- o John Heiling: Implement voice chat into the main scene
- o Robert Slezak: Implement hand animations for grabbing

Summary of weekly advisor meeting (if applicable/optional)

We demo'd a rolling ball scene with recorded movement and talking over voice chat in an example scene. Nir was happy with what we had but suggested some improvements.