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 implemented audio files to decision matrices and improved upon our scene recording. We also added hand animations to avatars and put voice chat into the main demo scene.

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

o Drew implemented audio canvases to the decision matrix authoring system
o Tom and Marcus implemented scene recording based on delta time
o John and Nick worked on implementing voice into the main scene
o Robert implemented hand animations for grabbing.

Individual contributions

NAME	Individual Contributions	Hours this week	HOURS cumulative
Andrew Buchta	Audio canvases	20	128
Tom Kiss	Worked on making separate prefab act as replay player, instead of VR headset	8	114
Marcus Eidahl	Worked to improve replay system	6	112
Nicholas Boos	Continue implementing voice	6	111
Robert Slezak	VR Avatars: Hand Grabbing Animations	12	121
John Heiling	Continue implementing voice	6	107

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

o   Andrew Buchta: Add curvature to decision matrix so larger matrices are easier to read at the edges. Add audio file selection via dropdown instead of text input.
o   Tom Kiss: Refine the way replay works when playing back as secondary player
o   Marcus Eidahl: Refine the way replay works when playing back as secondary player
o   Nicholas Boos: Try to get voice working with the current networking
o   John Heiling: Try to get voice working with the current networking
o   Robert Slezak: Work on gender selection before joining/hosting game room.

Summary of weekly advisor meeting (if applicable/optional)

We demonstrated audio canvases working within the decision matrix. Nir and his co-worker Peter suggested a more user-friendly way to build audio canvases. We also attempted to voice chat in the main scene but encountered an issue where only one side could hear the other.