

*Group number: 4*

*Project title: Multiactor 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 Slazak – Co-Design Lead, Tom Kiss – Team Lead*

○ **Weekly Summary (Short summary about what you did this week)**

We ran through unity tutorials and split up to make progress on 4 different tasks. These were: Position to Velocity movement framework, VR GUIs, display of players' avatars, and Networking.

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

This week we all completed the Unity tutorials for making a basic game with objects, triggers, and UI updates. Robert researched how players should appear to each other in a multiplayer VR environment. Tom, Nick, and John all considered networking options, they are now waiting for access to SteamVR Networking Essentials on the asset store to begin local testing. Drew researched how the Unity framework handles GUIs and what different API calls can be used to create the various types of GUIs. Finally, Marcus started creating a non-vr version of the Position to Velocity framework.

○ **Pending issues (if applicable)**

- N/A

○ **Individual contributions**

<b><u>NAME</u></b>	<b><u>Individual Contributions</u></b>	<b><u>Hours this week</u></b>	<b><u>HOURS cumulativ e</u></b>
Andrew Buchta	Roll a Ball tutorial, GUI research, VRTK research, Weekly Report	5.5	10.5
Tom Kiss	Roll a Ball tutorial, Networking research, VRTK research	5	10.5
Marcus Eidahl	Roll a Ball tutorial, P to V, VRTK research	5	10
Nicholas Boos	Roll a Ball tutorial, Networking research, VRTK research	5	9
Robert Slezak	Roll a Ball tutorial, Avatar research, VRTK research	5	9
John Heiling	Roll a Ball tutorial, Networking research, VRTK research	5	9

○ **Comments and extended discussion**

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

- ❖ Andrew Buchta: Begin building GUI for the matrix application
- ❖ Tom Kiss: Learn how to create external files in Unity
- ❖ Marcus Eidahl: Create a prototype for P to V movement
- ❖ Nicholas Boos: Research networking essentials for Steam
- ❖ John Heiling: Assist Marcus with P to V prototype
- ❖ Robert Slezak: Research networking essentials for Steam

○ **Summary of weekly advisor meeting (if applicable/optional)**

Meeting 1 9/21 (rescheduled from last week): Discussed 4 tasks that we should begin work on, which were: GUIs, P to V, avatar displays, and Networking.

Meeting 2 9/27: Went through a more specific writeup of what applications we are building for the Vive. We now know generally what applications are expected of us at the end of the year.