

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 made visual improvements to the decision matrix, refined replay movement, continued improving avatars, and also did more troubleshooting for voice chat.

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

- o Drew added curvature to the decision matrix, audio file selection via dropdown
- o Tom created the ability to replay player movement on a secondary prefab
- o Marcus improved the replay system movement
- o John and Nick worked on implementing voice into the main scene
- o Robert implemented the male avatars for gender selection.

Individual contributions

<u>NAME</u>	<u>Individual Contributions</u>	<u>Hours this week</u>	<u>HOURS cumulative</u>
Andrew Buchta	Decision matrix curvature, audio file dropdown	6	134
Tom Kiss	Refined replay system to properly playback	8	122
Marcus Eidahl	Refactored project into packages with replay	8	120
Nicholas Boos	Voice Chat	6	117
Robert Slezak	VR Avatars: Gender Selection	12	133
John Heiling	Voice Chat	6	113

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

- o Andrew Buchta: Implement video canvases to decision matrices
- o Tom Kiss: Create a way to be able to view replay from third party view (VR headset)
- o Marcus Eidahl: Create a way to be able to view replay from third party view (VR headset)
- o Nicholas Boos: Implement voice into the new networking script
- o John Heiling: Implement voice into the new networking script
- o Robert Slezak: Implement the female avatar and create GUI for switching genders.

Summary of weekly advisor meeting (if applicable/optional)

This week Nir was busy with a meeting so we did not demo.