

*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 added video capability to decision matrices. We finalized our replay system allowing birds eye view while watching a replay. We also continued working on voice chat and implemented choosing the gender of the player avatar.

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

- o Drew implemented video canvases to the decision matrix authoring system.
- o Tom and Marcus added the ability to view replay from third party
- o John and Nick worked on implementing voice with the new networking
- o Robert implemented a GUI and a custom network manager to switch between genders.

### **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	Video canvases	8	141
Tom Kiss	Added third party view ability to replay	8	130
Marcus Eidahl	Added third party view ability to replay	8	128
Nicholas Boos	Voice Chat	6	123
Robert Slezak	VR Avatars: Gender Selection	12	145
John Heiling	Voice Chat	6	119

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

- o Andrew Buchta: Implement Tom's matrix recording XML writer into the decision matrix system
- o Tom Kiss: Create script to record matrix interactions
- o Marcus Eidahl: Refactor project code into usable packages for clients
- o Nicholas Boos: Try to finish voice chat
- o John Heiling: Try to finish voice chat
- o Robert Slezak: Work on tracking game objects over the network.

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

We demonstrated video canvases and bird's eye view watching a replay of a scene. Nir was happy with our progress but urged us to focus on getting matrix recording done.