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 built an XML writer that could be implemented into the decision matrix to record all actions with time stamps. We also created the ability for the network to track more objects than just the players so both players could interact with world objects. We also completed voice chat.

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

o   Drew implemented Tom's XML writer into decision matrices to record interactions with each matrix
o   Tom created script to record matrix interactions to XML file
o   Marcus implemented the recording of synchronized objects in the scene
o   John and Nick finish implementing voice chat in the new networking
o   Robert implemented object synchronization over the network.

Individual contributions

NAME	Individual Contributions	Hours this week	HOURS cumulative
Andrew Buchta	Implemented Matrix interaction recording script	15	156
Tom Kiss	Script to record matrix interactions	8	138
Marcus Eidahl	implemented of synchronized objects	8	136
Nicholas Boos	Voice Chat	6	129
Robert Slezak	Networking: Object Synchronization	12	157
John Heiling	Voice Chat	6	125

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

o   Andrew Buchta: Rework saving and loading to use XML files instead of prefabs, matrix randomization every load
o   Tom Kiss: Record both head and hands in a scene for replay
o   Marcus Eidahl: Refine third person motion controls for replay
o   Nicholas Boos: Finish voice chat and work on diagnosing the disconnection problem
o   John Heiling: finish voice chat and work on diagnosing the disconnection problem
o   Robert Slezak: Work with John on voice chat over network.

Summary of weekly advisor meeting (if applicable/optional)

We had a lot of big demos this week. We demonstrated voice chat and synchronized objects over the network. We also demonstrated decision tracking. We then discovered that matrices cannot save when the unity project is exported to an executable file so we need to make a custom way to save and load decision matrices.