

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 reworked how decision matrices are saved and loaded. We also made player hands trackable, finalized voice chat, and started preparing for delivering the code to clients.

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

- o Drew implemented saving and loading decision matrices from xml files
- o Tom record head and hands for scene replay
- o Marcus organized packages for future use by clients
- o Robert and John have voice chat working over the network.

Individual contributions

<u>NAME</u>	<u>Individual Contributions</u>	<u>Hours this week</u>	<u>HOURS cumulative</u>
Andrew Buchta	Decision Matrix XML saving/loading	30	186
Tom Kiss	Record multiple objects in a single scene for replay	8	146
Marcus Eidahl	Package Organization and voice	5	141
Nicholas Boos	Package Organization and voice	5	134
Robert Slezak	Voice Chat Over Network	2	159
John Heiling	Voice Chat Over Network	2	133

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

- o Andrew Buchta: Final Documentation and presentation prep. Troubleshoot multiplayer if time
- o Tom Kiss: Replay matrix interactions
- o Marcus Eidahl: Write up final documentation for clients
- o Nicholas Boos: Prepare demo
- o John Heiling:
- o Robert Slezak: Optimize the network so that the client doesn't get kick due to bandwidth limitations.

Summary of weekly advisor meeting (if applicable/optional)

This week Nir was out of office so we did not demo.