EE 491 WEEKLY REPORT 1   *Date: 9/20/16-9/26/16*

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)**
  Nir Keren gave our team a full write-up of what we are expected to accomplish while working with him this year. We then divided the overall task into parts and assigned teams of 2 to work on separate parts of the task for this week.

- **Past week accomplishments (please describe as what was done, by whom, when)**
- We split into 3 groups to work on the 3 assigned tasks given by Nir Keren. The first group, Drew and Tom built a mock-up GUI for the Decision Matrix. Marcus and John created Position to Velocity locomotion. Finally, Nick and John implemented multiplayer to the Roll the Ball tutorial in Unity as proof of concept for networking.
- **Pending issues (if applicable)**
    - N/A

○ **Individual contributions**

NAME	Individual Contributions	Hours this week	HOURS cumulative
Andrew Buchta	Decision Matrix GUI Mockup with Vive implemented to project, weekly report	5.5	16
Tom Kiss	Researched and created an example of sending input commands to an XML file	5	15.5
Marcus Eidahl	Position to Velocity Demo, Touchpad locomotion	6	16
Nicholas Boos	Networking to Roll a Ball tutorial	5	14
Robert Slezak	Networking to Roll a Ball Tutorial	5	14
John Heiling	Position to velocy Demo, looked into "mountain-climbing" locomotion	6	15

○ **Comments and extended discussion**
○ **Plan for coming week (please describe as what, who, when)**
  ❖ Andrew Buchta: Begin work of "Authoring" rows on the GUI, also ability to add video
  ❖ Tom Kiss: Follow up with developer on C6 who logged inputs to external files
  ❖ Marcus Eidahl: Work on "mountain climbing" locomotion
  ❖ Nicholas Boos: Port networking to Vive
  ❖ John Heiling: Implement "arm swinging" locomotion
  ❖ Robert Slezak: Port networking to Vive

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

In this week's meeting, we demo'ed networking, the GUI mockup, and the P to V locomotion style. Nir Keren then gave us input on each demo and told us our next step for demo's functionality. He also told us to have more open communication with the Peter and John who are part of his research team.