

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)**

Following our demos from last week, Nir Keren gave us new tasks to work on to improve our previous demos. This included: beginning work on the authoring mechanism for the decision matrix, extending networking to VR players, allowing a player to switch which mode of transportation they are using, as well as adjust the speed of the P to V movement on the fly.

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

We loosely remained in our 3 groups that we decided last week, extending what each team worked on last week. Drew created the ability to step by step construct a matrix of text boxes during runtime, which is the first step of the authoring system. Tom did further research into input recording methods, as well as what the requirements are for the project website and plan. John and Marcus created the movement mode switching and the ability

to speed up and slow down P to V movement. Nick and Robert migrated their networking capabilities to VR. We then prepared new demos for the upcoming meeting.

○ **Pending issues (if applicable)**

- N/A

○ **Individual contributions**

<u>NAME</u>	<u>Individual Contributions</u>	<u>Hours this week</u>	<u>HOURS cumulative</u>
Andrew Buchta	Matrix authoring beginning framework	6	22
Tom Kiss	Input recording research, considered what we need for 491 website and project plan	5	20.5
Marcus Eidahl	Radial menu for witching movement methods on the fly, ability to adjust speeds, stepping over obstacles, change visibility of P to V circle	5	21
Nicholas Boos	Networking with VR players	5	19
Robert Slezak	Networking with VR players	5	19
John Heiling	Radial menu for witching movement methods on the fly, ability to adjust speeds, stepping over obstacles, change visibility of P to V circle	5	20

○ **Comments and extended discussion**

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

- ❖ Andrew Buchta: Create ability to add movie and audio rows, add saving of the matrix, make matrix attach to camera and pull up on command
- ❖ Tom Kiss: Logging user input events in XML
- ❖ Marcus Eidahl: Build an environment to combine functionalities in
- ❖ Nicholas Boos: Make networking more robust, website
- ❖ John Heiling: Website
- ❖ Robert Slezak: Make networking more robust

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

Due to the report due date switching back to Monday, and our weekly meeting being on Tuesday, this week we do not have a meeting to report.