

*Group number: 4*

*Project title: Multiactor Framework for HTC Vive*

*Client &/Advisor: Dr. Nir Keren*

*Team Members/Role:*

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*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 once again gave us new tasks to work on to improve our previous demos. This included: improving usability and adding features to the decision matrix, using a specific method to send inputs to an xml file, smoothing out networking, and implementing a radial menu to switch modes of transportation. We also built the project plan needed for 491.

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

Drew continued work on the decision matrix, he built a test canvas that could show a mp4 video from a file, re-arranged the authoring GUI, researched how to load and save objects during runtime, and began planning the algorithm for making the matrix randomize each time it is loaded. Tom built the project plan using Nir's original project proposal and made an input to xml demo. Marcus and John worked together, implementing the radial menu for

transportation methods. Nick and Robert smoothed out the network communication to reduce choppiness in the appearance of another player’s movement in-game.

○ **Pending issues (if applicable)**

- N/A

○ **Individual contributions**

<b><u>NAME</u></b>	<b><u>Individual Contributions</u></b>	<b><u>Hours this week</u></b>	<b><u>HOURS cumulativ e</u></b>
Andrew Buchta	Movie textures, Authoring GUI, load and save research, algorithm planning	6	28
Tom Kiss	Project plan, input recording	7	27.5
Marcus Eidahl	Completed radial menu	6	27
Nicholas Boos	Network smoothing	6.5	25.5
Robert Slezak	Network smoothing	12	31
John Heiling	Completed radial menu	6	26

○ **Comments and extended discussion**

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

- ❖ Andrew Buchta: Ability to pre-build a matrix then edit each canvas individually, implement movie and audio canvases to matrix
- ❖ Tom Kiss: Logging user input events in XML
- ❖ Marcus Eidahl: Build an environment to combine functionalities in
- ❖ Nicholas Boos: Website
- ❖ John Heiling: Website
- ❖ Robert Slezak: Research how to make “replay” functionality

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

We demonstrated the beginnings of the authoring mechanism and VR networking. We then discussed with Kevin Godby how he tracked inputs in the C6. Nir then told us we should create documentation for every feature we develop, so later users can build upon what we have done if needed. He then gave us direction by telling us we need to make a gantt chart to plan out each of our goals for the rest of the semester and think about how long it will take.