

*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)**

This week we continued to work as small teams to flesh out the capabilities of the decision matrix, movement methods, and networking. We now feel that we have strong networking capabilities and we can start looking into what we can do over the network, such as building voice communication. Movement is just about complete and we are looking into using a radial menu on a controller for menu navigation to reduce the number of buttons we use.

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

- o Drew built an algorithm to build an entire matrix after clicking one button, this will later be adapted to read from a file. He also worked on building movie and audio canvases via scripts
- o Tom finished scripts for recording user input to an XML file.
- o Marcus and John worked together, implementing variable speed movement and teleportation. They also worked on player stepping and collisions.
- o 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 cumulative</u></b>
Andrew Buchta	Movie and audio GUI canvases via scripts. Template algorithm to auto-build full matrix	5	33
Tom Kiss	Record user inputs to XML file	6	33.5
Marcus Eidahl	Stepping and movement speed	6	33
Nicholas Boos	Network smoothing	6	31.5
Robert Slezak	Network smoothing	5	31
John Heiling	Stepping and movement speed	7	33

### **Comments and extended discussion**

Our foundation of movement and networking are nearly complete and we are excited to move on to building a project that has all of our features so far for demonstration purposes. Our next steps are file logging, replay capabilities, and saving and loading of decision matrices in the upcoming weeks.

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

- ❖ Andrew Buchta: Ability to pre-build a matrix then edit each canvas individually, start to look into saving to and from xml file
- ❖ Tom Kiss: Work with Drew to log what interactions are made with decision matrices in XML
- ❖ Marcus Eidahl: Build an environment to combine movement and networking and look into voice communication.
- ❖ Nicholas Boos: Implement a VR gui for connecting to other users
- ❖ John Heiling: Finish stepping, make radial menu have text, combine movement and networking, and look into voice communication.
- ❖ Robert Slezak: Research how to make “replay” functionality

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

Our two big demonstrations were our smoothed out multiplayer head movements as well as our teleportation + near complete P to V movement scheme. We then spoke about each of our

upcoming plans and Nir seemed pleased with our decisions. Nir's two assistants John and Peter had some helpful scenes to show us that helped us get started on our radial menu.