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 Slezak – Co-Design Lead,

Tom Kiss – Team Lead

Weekly Summary (Short summary about what you did this week)

This week we fixed the issues with our demos from last week and continued to improve on our features. We began restructuring the gui matrix authorization feature, started the GUI for connecting to other clients through networking, finalized the stepping feature for P to V movement, and also began working on voice communication.

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

o Drew a screen with dropdowns that provides the ability to pre-build a matrix with desired dimensions
o Tom created scripts that record the inputs of each individual controllers to separate logs.
o Marcus and John worked together, they fixed the stepping feature for P to V and the radial menus for movement and also started working on voice communication.
o Nick and Robert smoothed out the hand movements for network communication and started on working on the GUI.

Pending issues (if applicable)
- N/A

Individual contributions

NAME	Individual Contributions	Hours this week	HOURS cumulative
Andrew Buchta	Screen with dropdowns to build a matrix of desired dimensions	5	38
Tom Kiss	Record user inputs for each controller to separate XML log files	4	37.5
Marcus Eidahl	Stepping and started voice communication	3	36
Nicholas Boos	Network smoothing, Network GUI	3	34.5
Robert Slezak	Network smoothing, Network GUI	3	34
John Heiling	Stepping and radial menu on controller	3	37

Comments and extended discussion

Plan for coming week (please describe as what, who, when)
o   Andrew Buchta: Design document, individual canvas editing on matrix
o   Tom Kiss: Work with Drew to log what interactions are made with decision matrices in XML, also try to consolidate the two separate controller logs into one.
o   Marcus Eidahl: Work on voice communication between multiple users.
o   Nicholas Boos: Finish Network GUI and do research on Unity Master Servers.
o   John Heiling: Work on voice communication between multiple users .
o   Robert Slezak: Finish Network GUI and do research on Unity Master Servers.

Summary of weekly advisor meeting (if applicable/optional)

Nir was sick this week so we could not meet.