EE 491 WEEKLY REPORT 9   *Date: 10/31/16-11/07/16*

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 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 worked on a prototype version of a completed GUI matrix. This included a content canvas that displays the media associated with clicking on a matrix info button.
o   Tom refined the scripts that are used to record the input from the controllers and integrated it into the movement and collision with networking that John, Marcus, Nick, and Robert put together.
o   Marcus and John worked together, they helped Nick and Robert integrate movement and collision with networking. They also continued to work on voice communication.
o   Nick and Robert completed a functional GUI for network management. In addition they worked with Marcus and John to help integrate movement and networking together.

Pending issues (if applicable)
- N/A

Individual contributions

NAME	Individual Contributions	Hours this week	HOURS cumulative
Andrew Buchta	Gui Matrix example prototype. Content viewer scripts and game objects	5	43
Tom Kiss	Refined the way in which user input was recorded and assisted in integrating it into the movement/collision and networking	5	42.5
Marcus Eidahl	Stepping and started voice communication	3	37
Nicholas Boos	Network GUI, Integrating Network and movement	5	39.5
Robert Slezak	Network GUI, Network and Movement Integration	2	36
John Heiling	Movement with networking and voice communication	3	37

Comments and extended discussion

This week we began merging the features that we had been developing independently. Movement, networking, and input recording are all within one project. The GUI Matrix example is the last piece of the puzzle before we have a complete demo of what we've worked on this semester.

Plan for coming week (please describe as what, who, when)
- Andrew Buchta: Complete GUI matrix example and content viewer, merge into main demo project, resume work on authoring system.
- Tom Kiss: Begin working on the playback system.
- Marcus Eidahl: Work on voice communication between multiple users.
- Nicholas Boos: Do research on Unity Master Servers and start implementation.
- John Heiling: Continue to work on voice communication between multiple users .
- Robert Slezak: Do research on Unity Master Servers and implement them.

Summary of weekly advisor meeting (if applicable/optional)

We met with Nir and demonstrated the chooseable dimensioned matrix builder, completed ip-based networking, and completed movement with stepping capability. He had suggestions on what we should work on next.