

*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 resumed working on authorization matrix algorithms. This week we started working on scene playback. We also started implementation of master server functionality. We will be working on using the built in Vive microphone to communicate between multiple people over a network.

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

- o Drew starting working on algorithms for the authorization mechanism for the matrix that will create a “click me” matrix and associate each with hidden content that is displayed upon clicking.
- o Tom did more work on logging user inputs, also did some research on how to implement playback and did some work on that as well.
- o Marcus and John worked on getting voice chat implemented.
- o Nick and Robert researched master server and started implementation in order to connect users from anywhere.

**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	Canvas editing algorithms	4	47
Tom Kiss	Logging of inputs, playback of what happens in the scene	4	46.5
Marcus Eidahl		4	41
Nicholas Boos	Master server work	4	43.5
Robert Slezak	Unity Master Servers	4	40
John Heiling	Voice communication	4	44

**Comments and extended discussion**

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

- o Andrew Buchta: Finish individual canvas editing algorithms for text canvases. Research YouTube plugins for movie canvases.
- o Tom Kiss: Do more work in implementing scene playback as well as finish recording user input.
- o Marcus Eidahl: Get voice communication to work with networking.
- o Nicholas Boos: Continue working on master server implementation.
- o John Heiling: Get voice communication to work with networking.
- o Robert Slezak: Continue working on the Unity Master Servers.

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

We met with Nir and showed him a demo with movement and networking combined in the same instance. We also demonstrated a “content mode” Decision matrix that represents how a user will be presented a matrix of “click me” buttons, then associated content will be displayed closer to the user in a content viewer upon clicking on a canvas.