

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	14/10/2019 TO 18/10/2019
Student Name:	Aoife Powders

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Searched for ways to create a unique Mini Golf game using interactions with objects techniques in VR.

Set up a scene in unity and ported it to Oculus Quest

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Set up VRTK to work with unity
2	Configure VRTK to work with Oculus Integration
3	Port scene to Oculus Quest

Supervisor Comments

Start with making a Demo interacting with objects in VR using VRTK.
 Picking up objects, throwing/catching.

Golf might be too hard to get right using unity's physics.

	Student
Signature	<i>Aoife Powders</i>
Date	14/10/2019

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	19/10/2019 TO 24/10/2019
Student Name:	Aoife Powders

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Tried to set up VRTK version 4 but as it is in alpha it was throwing a lot of errors.
 Set up VRTK version 3. And ported scenes to the Quest to test.
 Researched Newton VR.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Set up Vive.
2	Implement rectangle hitting a ball.

Supervisor Comments

	Student
Signature	<i>Aoife Powders</i>
Date	19/10/2019

Computer Games Development CW208

Project Meeting Notes Year IV

Additional notes:

Changed the project completely from a game to a Interactions Demo.

This was done because Unitys physics isn't the best, so making a believable vr golf game would be difficult if not impossible.

My project now is a small demo of many interactions.

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	24/10/2019 TO 29/10/2019
Student Name:	Aoife Powders

Description of work completed since previous meeting
Notes : Also record project backlog, use notes page as required
Have a rectangle hitting a ball according to velocity and the ball bouncing off the ground. Rectangle and ball can be interacted with using the VRTK interactions. Depending on where on the rectangle the ball is hit the ball will go further.

Tasks to be completed this week
Notes: record any additional tasks on notes page as required.

1	Add Friction
2	Add bounce
3	Add a trail

Supervisor Comments
No meeting this week, Graduation.

	Student
Signature	<i>Aoife Powders</i>
Date	24/10/2019

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	29/10/2019 TO 07/11/2019
Student Name:	Aoife Powders

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Added bounce physics material to the ball so it will bounce off any colliders.
 Created a trail and added it to the ball so you can see the path the ball had taken.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Research Coding interactions in vr from scratch
2	Code interactions in vr from scratch
3	Interface, make multiple bats and balls to choose from.

Supervisor Comments

To add to the ball and bat demo, make an interface that the user can use to select different bats and balls.

Consider making a demo of interactions coded from scratch.

Create your own level by selecting objects and placing them in the world.

Also how to copy and paste multiple already placed objects.

Make a demo of interactions or make a game?

	Student
Signature	<i>Aoife Powders</i>

Computer Games Development CW208

Project Meeting Notes Year IV

Date	29/10/2019
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Instead of using VRTK or any other interactions toolkit I will code the interactions from scratch using vrtk as a reference point.

I will be making a small demo game showing all the interactions at work.

I will also use the HTC Vive over the Oculus.

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	07/11/2019 TO 14/11/2019
Student Name:	Aoife Powders

Description of work completed since previous meeting Notes : Also record project backlog, use notes page as required HMD and Controllers tracking. Controller buttons pressing and releasing and axis tracking. Ability to pick up and drop objects.

Tasks to be completed this week Notes: record any additional tasks on notes page as required.

1	Throw cube.
2	Set up project with Oculus Link

Supervisor Comments

	Student
Signature	<i>Aoife Powders</i>
Date	07/11/2019

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Project Meeting Notes Year IV

The project can work with any Headset but it works best with the HTC Vive.

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	14/11/2019 TO 21/11/2019
Student Name:	Aoife Powders

Description of work completed since previous meeting Notes : Also record project backlog, use notes page as required HMD and Controllers tracking. Controller buttons pressing and releasing and axis tracking. Ability to pick up and drop objects. Same as last week as most of the implementations I tried didn't work.
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Tasks to be completed this week Notes: record any additional tasks on notes page as required.

1	Throw cube.
2	Set up project with Oculus Link

Supervisor Comments

	Student
Signature	<i>Aoife Powders</i>
Date	14/11/2019

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Project Meeting Notes Year IV

The buttons and the headset tracking is all coded from scratch with the use of UnityEngine XR library.

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	21/11/2019 TO 28/11/2019
Student Name:	Aoife Powders

Description of work completed since previous meeting Notes : Also record project backlog, use notes page as required Throwing the cube working but not stopping or moving in the correct direction.
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Tasks to be completed this week Notes: record any additional tasks on notes page as required.

1	Fix the cube throwing.
2	Create a button object that can be pressed to a certain position.

Supervisor Comments Come up with more interaction ideas.
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	Student
Signature	<i>Aoife Powders</i>
Date	21/11/2019

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Project Meeting Notes Year IV

Week Starting:	28/11/2019 TO 05/12/2019
Student Name:	Aoife Powders

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Throwing cube stopping and moving in the correct direction but doesn't feel right.
 Button created but currently no implementation.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Fix the cube throwing.
2	Create a button object that can spawn an object.
3	Create a dial to control lighting.

Supervisor Comments

	Student
Signature	<i>Aoife Powders</i>
Date	28/11/2019

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	05/11/2019 TO 12/12/2019
Student Name:	Aoife Powders

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Created a dial rotates around the x axis and controls the lighting.
 Depending on the angle of the dial the light will either increase or decrease.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Make a lever
2	Make a door.

Supervisor Comments

	Student
Signature	<i>Aoife Powders</i>
Date	05/11/2019

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	12/11/2019 TO 19/12/2019
Student Name:	Aoife Powders

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Created a door that opens when you push it.
 The door can be moved with your hands or can be pulled by the handle.
 The door follows the handle as it moves with your hand.
 Created a lever that when grabbed you can pull and push.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Make a drawer.
2	Ball and string.
3	Locomotion.
4	Grab and Snap.

Supervisor Comments

	Student
Signature	<i>Aoife Powders</i>
Date	12/11/2019

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	06/01/2020 TO 10/01/2020
Student Name:	Aoife Powders

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Locomotion done. When you press the touchpad you will move in the direction you are looking.

Created a drawer. Drawer moves similar to the door. It follows the handle that is connected to your hand.

Grab and Snap. Snaps to wrong position.

Rope and Ball. Very glitchy.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Fix grab so that you grab with a fixed joint.
2	Locomotion rotate so you don't have to move your head to move in a certain direction.
3	Make Oar or an object that can be held with both hands.
4	Fix rope so its less glitchy.
5	Fix lever so it doesn't move unless hand is colliding with it.

Supervisor Comments

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Computer Games Development CW208

Project Meeting Notes Year IV

	Student
Signature	<i>Aoife Powders</i>
Date	06/01/2020

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	10/01/2020 TO 16/01/2020
Student Name:	Aoife Powders

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Drawer can now be pulled to a certain position and no further. When you release the drawer it moves back to its original position.

Fixed grab so it uses a fixed joint instead of parenting.

Fixed lever so it works like a proper lever.

If you change the rotation of the drawer it no longer moves back to its original position or stops moving at a position.

Object snaps to the wrong position.

Rope still Glitchy, not sure I can fix it without a rope model.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Fix 2 hand grab. Did not too complicated.
2	Locomotion rotate so you don't have to move your head to move in a certain direction.
3	Make Oar or an object that can be held with both hands.
4	Fix rope so its less glitchy.
5	Fix lever so it doesn't move unless hand is colliding with it.

Supervisor Comments

Make more interactive.

Combine all components into a game.

Make a point and click menu using raycasting.

Computer Games Development CW208 Project Meeting Notes Year IV

	Student
Signature	<i>Aoife Powders</i>
Date	10/01/2020

**Had to change the way I was doing the grabbing as parenting just wasn't the best or cleanest way to do it. Also parenting would react badly with joints.
So instead I have changed it so that when you grab an object it is connected to the hand via Fixed Joint. this took some time and tweaking but it works much better now.**

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	16/01/2020 TO 23/01/2020
Student Name:	Aoife Powders

Description of work completed since previous meeting Notes : Also record project backlog, use notes page as required Added outdoor asset pack to scene. Started on drawing a ray from the controller to point at UI.
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Tasks to be completed this week Notes: record any additional tasks on notes page as required.

1	Make the scene look less plain and more like an immersive environment.
2	Create a menu that is interactable by raycast.
3	Fix drop and clip
4	Make a game to find objects hidden around the map and place them in a bucket.

Supervisor Comments Make more interactive. Combine all components into a game. Make a point and click menu using raycasting.
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Computer Games Development CW208 Project Meeting Notes Year IV

	Student
Signature	<i>Aoife Powders</i>
Date	16/01/2020

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	23/01/2020 TO 30/01/2020
Student Name:	Aoife Powders

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Created a canvas and button in the world.
 Imported some game assets and placed them in the environment.
 Placed bat in scene.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Make the scene look less plain and more like an immersive environment.
2	Create a menu that is interactable by raycast.
3	Add baseball bat and ball.
4	Fix drawers so multiple drawers work. Fixed door so it doesn't spaz out when you open it.

Supervisor Comments

Menu
 Teleport
 Levers to move cube
 Button to spawn ball

Computer Games Development CW208

Project Meeting Notes Year IV

	Student
Signature	<i>Aoife Powders</i>
Date	23/01/2020

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	30/01/2020 TO 06/02/2020
Student Name:	Aoife Powders

Description of work completed since previous meeting
Notes : Also record project backlog, use notes page as required
Almost have the throwing mechanic working

Tasks to be completed this week
Notes: record any additional tasks on notes page as required.

1	Teleport
2	Ball Throw
3	Menu above controller

Supervisor Comments

Computer Games Development CW208

Project Meeting Notes Year IV

	Student
Signature	<i>Aoife Powders</i>
Date	30/01/2020

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Project Meeting Notes Year IV

Week Starting:	06/02/2020 TO 13/02/2020
Student Name:	Aoife Powders

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Have a menu appear above the controller but does nothing yet.
 Lever moving an object.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	More menus. Button etc in front, menu on controller.
2	Teleport
3	Fix lever
4	Button flash game
5	Ballon using string

Supervisor Comments

Computer Games Development CW208

Project Meeting Notes Year IV

	Student
Signature	<i>Aoife Powders</i>
Date	06/02/2020

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Project Meeting Notes Year IV

Week Starting:	13/02/2020 TO 20/02/2020
Student Name:	Aoife Powders

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Made button game.

Made a balloon that makes use of the rope

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Button game
2	Ball Throw
3	Menu above controller
4	Fix lever moving object

Supervisor Comments

Computer Games Development CW208

Project Meeting Notes Year IV

	Student
Signature	<i>Aoife Powders</i>
Date	13/02/2020

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	20/02/2020 TO 05/03/2020
Student Name:	Aoife Powders

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Fixed Lever, There are now 2 levers and both of them move an object through a maze.
 Fixed button game, now random button change color to indicate which button to press.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Score button game
2	Fix controller menu
3	Add sound
4	Button game with ray cast (test how long they think it takes)

Supervisor Comments

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Computer Games Development CW208

Project Meeting Notes Year IV

	Student
Signature	<i>Aoife Powders</i>
Date	20/02/2020

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	06/03/2020 TO 12/03/2020
Student Name:	Aoife Powders

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Now there are 2 button games, to test the pushing buttons with hand vs UI pushing buttons with a ray from the controller.

A maze game for the lever moving a block.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Finish up button game.
2	Building blocks
3	Grabbing from back

Supervisor Comments

Computer Games Development CW208

Project Meeting Notes Year IV

	Student
Signature	<i>Aoife Powders</i>
Date	06/03/2020

Take out the back pouch.
Not working

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Project Meeting Notes Year IV

Week Starting:	12/03/2020 TO 19/03/2020
Student Name:	Aoife Powders

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Added in a tangram like game. You will be given a picture and an outline and some colored blocks. You have to fill in the outline with the colored blocks to be the same as the picture.

Added particles for when you finish the lever maze.

You can place the baseball bat on your back and it will stay there and follow you but you cannot remove it.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Hand gestures.
2	Add Teleporting from different waypoints/
3	Building blocks UI Game??
4	The force. Add when a player holds out their hand in front of an object and grabs it moves towards the player's hand.
5	Fix the menu above controller.

Supervisor Comments

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Computer Games Development CW208 Project Meeting Notes Year IV

	Student
Signature	<i>Aoife Powders</i>
Date	12/03/2020

Hand gesture seem too complicated to implement.

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	19/03/2020 TO 26/03/2020
Student Name:	Aoife Powders

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Added teleportation, Just need to add more waypoints and place them correctly.
 Added the force, when you point the controller at an object and press the grab button the object moves towards your hand until you are holding it. Only using one ray is a bit awkward so I need to add more.
 Controller menu is almost fixed. When instantiating new objects the objects freak out and teleport all over the screen.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Building blocks UI.
2	Building game, clip blocks in place.
3	Add sound
4	Fix the menu above controller.
5	General bug fixes.

Supervisor Comments

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	Student
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Computer Games Development CW208 Project Meeting Notes Year IV

Signature	<i>Aoife Powders</i>
Date	19/03/2020

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	26/03/2020 TO 22/04/2020
Student Name:	Aoife Powders

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Added line for teleport.

Fixed the button games. Score and time update and ui game works.

Added picture for building game to show a reference to what you must build.

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Building blocks castle. And bug fix, when you pick up the blocks they are distorted. Clip the blocks into place.
2	Fix the bug with the maze where the levers don't work anymore.
3	Fix bugs with drawers and door where you don't have to collide for them to move.
4	Change baseball bat to a hurl. (only hurl i could find was €30)
5	Make a gun that fires bullets when trigger pressed.
6	Bug fixes.

Supervisor Comments

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Computer Games Development CW208 Project Meeting Notes Year IV

	Student
Signature	<i>Aoife Powders</i>
Date	26/03/2020