Github link: <https://github.com/Jord159/IMDCGP206-Jordan_Carman>

12/10/18

Concept:

The concept I’m working on for this project is movement of a character in a game world using the Emotiv Epoc +. I plan on using mental commands for forwards and backwards movement. Once that works, I plan on using either the accelerometer or more mental commands to rotate the character.

19/10/18

Plan:

|  |  |
| --- | --- |
| **Week** | **Target** |
| 1 | Refamiliarise myself with API. Figure out how to use Cortex alongside Unity and set neutral state and mental commands |
| 2 | Apply mental commands to simple objects, ensure reliability in detection and execution of commands |
| 3 | Apply mental commands to forwards and backwards movement of a character in Unity, experiment with using accelerometer to rotate objects |
| 4 | If accelerometer viable: ensure accuracy in rotations, apply to character in Unity  If accelerometer not viable: apply more mental commands to character in Unity for rotations |
| 5 | Presentation of progress |
| Onwards | If work is delayed, complete incomplete work. After that, experiment with more ways to use Emotiv headset to control a character |

After reading through the Cortex documentation, the best way to get the Cortex API to work alongside Unity is by loading the required data into Unity via JSON files. I still need to find out exactly how often the data is updated but my hope is that it is frequent enough that I could load the data from the JSON files in a FixedUpdate call.