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.

26/10/18

I’ve spent several hours today reading through the documentation and the example project on the Emotiv Github repository and am yet to figure out how the JSON requests are passed to the API. I’ll spend some more time throughout the week to try to figure this out but if I can’t find out how I can even pass requests to the API then I will be unable to do anything with the Emotiv headset and will need to change the project I’m working on.