

Fourth Progress Report

Progress so far...

Up to this point everything is almost done, well excluding the report. The simulation now uses computer mouse to manipulate objects instead of the originally planned Wii remote which is due to the implementation problem with the new Unity 5 environment. There were also problems with the last 2 states of virtual environment regarding linking the materials of the models into Unity from Blender (3D Modelling Software) for the past few weeks but have all been solved. The Oculus Rift DK2 VR headset has also been successfully implemented into the simulation where the users can now realistically look around in the simulation. The simulation currently featuring the manipulation training space at the start and from there the users can invoke start to be randomly placed in a series of combination of state with the different objective goal box. The main focus now is to work around for a solution to fix the lack of 3D manipulation of the mouse which I'm currently thinking of having every objects move towards and outwards the goal box in the x-axis as well as allowing them to move up and down instead of having them freely able to move in 3D space.

The progress is currently out of schedule by a week according to the Gantt chart where I am supposed to already been carrying out the simulation experiments since last week. At this moment, the simulation is almost ready to be used to conduct experiments therefore my plan is to be able to collect all the needed data by next week which happened to be last week of the semester. And from there on, it's all on the final report.