

2020-02-07 Biweekly Report

Tasks completed

1. Interactive UI
 - a. Researched and learnt about how to use unity's 'Event System', which handles user input events.
 - b. Configured the 'Events System' to log user inputs from Oculus Go's controller, rather than the conventional mouse and keyboard inputs.
2. Re-evaluate Oculus Go's capabilities.
3. Research better real-time voice chat solutions:
 - a. Considering Photon Unity / PUN (<https://www.photonengine.com/pun>).

Problems and difficulties faced

1. Web requesting function for Unity, server connectivity
 - a. Lack of documentation.
 - b. Potential solutions found are being deprecated.
2. 3D humanoid models brought from the Asset Store are sophisticated
 - a. Time is needed to research into the 'Animation' function in Unity.
 - b. Need to learn about how to use an 'Animation controller' in order to control the avatars.

Tasks planned for the next two weeks

1. Research on how to create 'Animations' for the humanoid models
 - a. configure the animations to perform predetermined gestures.
 - b. Make the avatars look more lively and move in a natural way
2. Enrich the UI with more appealing design
3. Research web request for Unity with respect to Oculus Go, specifically:
 - a. How to make TCP/UDP requests that does not rely on the Oculus Platform API.
 - b. How to make HTTP requests via Unity.
4. Investigate how to incorporate PUN for voice chat.