

Team 2-bit Dev Log

Week 5: 16/10/23 - 20/10/23

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Overview:

This week was a slow week in terms of work. Note that going forward, I have now changed the format of these dev logs to include the days from Saturday to Friday opposed to the previous format of Monday to Sunday.

Unfortunately, I did not have access to my computer on Monday and Tuesday this week, and overall have less time available to put towards the project. Therefore, we did not make much progress and are now behind our previous schedule. To combat this we will now revise our sprint timeline to one that makes sense during a meeting next week.

Previously I was having issues with setting up a testing environment to test our prototype game in VR using the Oculus quest. After troubleshooting, I reached out to the Liminal VR dev team and they confirmed that the VR headset I was using to test was not compatible. Therefore, I had to adapt the current project settings to work with the steam VR inputs.

Agile Sprint Update:

Sprint 4: Prototype (In-progress)

Production of 2 game proposals with detailed information on the experience. To be submitted to Liminal VR for green light to begin development.

Links

Link to Minutes and Agenda: [CS2 - Minutes and Agenda](#)

Link to Team's Jira Scrum board:

<https://cs2mr.atlassian.net/jira/software/projects/CS2LVR/boards/2/backlog>

Miro board overview: https://miro.com/app/board/uXjVMj-Nye0=/?share_link_id=77318451600

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This week's completed tasks:

Sprint 4 Tasks:

Stand up with Liminal VR

In this week's stand up with Liminal, we explained the progress of our current prototype, showing of the spawn system and our plans on how to progress. We set a date to complete it before the next Liminal stand up in 2 weeks.

The main feedback we received from Liminal was:

- Make the environment simple and aesthetically pleasing
- Make sure to optimise the game for the Oculus quest 2 at some point as the quest 3 has more computing power

Switching to Steam VR input system

As the Liminal SDK is not compatible with the Oculus quest, I needed to access the unity project using steam vr. I did this by following the steps on the Liminal notion page, under the FAQ section.

In Progress Tasks:

- Completing tasks related to the prototype build of the Laser Beat concept

Jira Scrum Board for Prototype sprint (end of week 5)

Prototype
Prototype ideas for submission to Liminal VR. This will allow us to test our ideas are achievable and gain experience with a VR based workflow.

Search: MH RP

TO DO 10	IN PROGRESS 4	DONE 5 ✓
<div>Make player hold guns ✓ CS2LVR-110</div>	<div>Add steam inputs into controller script ✓ CS2LVR-122 MH</div>	<div>Review existing VR Games on Liminal ✓ CS2LVR-79 ✓</div>
<div>Send prototype to liminal ✓ CS2LVR-114</div>	<div>Create prototype for the laser beat concept for Liminal ✓ CS2LVR-104</div>	<div>Create gun placeholder ✓ CS2LVR-109 ✓ MH</div>
<div>Have yellow and purple guns, can only break matching colour target ✓ CS2LVR-115</div>	<div>Target spawn system ✓ CS2LVR-106 RP</div>	<div>Add placeholder sound effect ✓ CS2LVR-113 ✓</div>
<div>Make Targets destroyable on hit ✓ CS2LVR-116 RP</div>	<div>Create targets placeholder ✓ CS2LVR-108 RP</div>	<div>Gun shooting ✓ CS2LVR-107 ✓ MH</div>
<div>Have both yellow and purple guns ✓ CS2LVR-117 MH</div>		<div>Switch the build to enable Steam VR inputs ✓ CS2LVR-121 ✓ MH</div>
<div>Adjust / Remove guns recoil</div>		

Challenges Encountered:

Less Time Available

During this week, the team had a lot less time available to contribute to the project. Therefore we will need to restructure our sprint timeline to suit.

Problems with connecting the Oculus Quest 3 to my current PC

After figuring out the issue with the Liminal SDK and Oculus quest incompatibility, I attempted to resolve the input issue from last week. I connected the quest to my PC as usual and opened the project. Whilst loading a play scene in the editor the app crashed, my quest turned off. From this point forward the quest would not connect to my laptop, no matter the cable used. After some troubleshooting I was not able to solve the problem and I believe I need a high speed cable for the oculus link feature. Therefore, I will postpone the testing of the vr kit and focus on other tasks. I will later test using the PCs at school to test the VR inputs.

Team Members:

Robin Pound - Co-Lead:

Individual works:

- Continued work on the target spawn system

Next Week's Goals:

- Complete sprint 4 (Prototype)

Sprint 4: Prototype

Production of 2 game proposals with detailed information on the experience. To be submitted to Liminal VR for green light to begin development.

Feedback and Comments: