

**STUDENT INDUSTRIAL INTERNSHIP PROGRAMME LOGBOOK**

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**Matric No: 24657**

**Programme: Information System (IS)**

**Place of Training: Murdoch University, Australia**

**Period of Training: 7 months**

**Project Title: Nueromender Project**

**SIP LOGBOOK REPORT**

**LOG BOOK WEEK NO: 1-2**

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| **WEEK NO** | **DATE** | **BRIEF DESCRIPTION OF DAILY ACTIVITIES** |
| **1** | **02/09/2019** | * To create lobby for the multiplayer games. * To create a choose room user interface for the multiplayer. |
| **03/09/2019** | * To create lobby for the multiplayer games. * To create a choose room user interface for the multiplayer. |
| **04/09/2019** | * To display current room available. * To create the leave button room. |
| **05/09/2019** | * To make the scene quickly change. |
| **06/09/2019** | * Module 3 implementation |
| **2** | **09/09/2019** | * Designing 3D Model of Module 3 |
| **10/09/2019** | * Designing 3D Model of Module 3 |
| **11/09/2019** | * Designing User Interface (UI) for Module 3 |
| **12/09/2019** | * To make the laser pointer the button in Unity and VR. |
| **13/09/2019** | * To continue Setup VR Controller Interaction for the User Interface. |

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| Logbook Weekly Evaluation by HOST COMPANY SUPERVISOR | | | | | |
| I**nstruction to Host Company Supervisor**  Please refer to the student’s to assess his/her performance.  Please award the scores based on the range below: | | | | | |
| **Student’s Score** | **Beginning**  **(<2.0)** | **Developing**  **(2.0 to <3.25)** | **Accomplished**  **(Rare)**  **(3.25 to <4.0)** | **Exemplary**  **(Exceptionally Rare)**  **(4.0 to 5.0)** | **Score** |
| Initiative & Creativity | Had little observable drive and did not have new ideas | Some observable drive and some new ideas | Mostly self-starter and sometimes sought new challenges and offered new ideas | Always a self-starter and consistently sought new challenge and offered new creative ideas | **/5** |
| Task Accomplishment & Commitment | Partially accomplished given task despite full supervision | Accomplished given task but with full supervision | Accomplished given task but with some supervision | Accomplished given task with very minimum supervision | **/5** |
| Attendance & Punctuality | Frequently absent and always late | Sometimes absent and sometimes late | Never absent and almost always on time | Never absent and always on time | **/5** |
| Attitude & Self Control | Unable to demonstrate positive attitude and hardly maintained self-control under pressure | Occasionally demonstrated positive attitude and occasionally maintained self-control under pressure | Sometimes demonstrated positive attitude and maintained self-control under pressure | Consistently demonstrated positive attitude and consistently maintained self-control under pressure | **/5** |
| Total Score | | | | | /20 |
| **Comments:** | | | | | |
| **Host Company Supervisor’s Signature & stamp:** | | | | | |
| **Name & Designation:** | | | | | |
| **Date:** | | | | | |

*(make copies if necessary)*

**DETAIL REPORT WEEK NO: 1**

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| **Objective(s) of the activities :**   * **To create lobby for the multiplayer games.** * **To create a choose room user interface for the multiplayer.** * **To display current room available and the players.** |
| **Contents :**   * **I have created a lobby where the players can either join in a room or create a room themselves and they can name it so other players will know which room their friends created.** * **I used the function DontDestroyLoad() to stop the object from being destroyed.** * **All rooms have a name as identifier. Unless the room is full or closed, we can join it by name.** * **The first step that I have taken is connect the Unity with Photon Unity Networking 2. To connect with the Photon Network, I used** [**PhotonNetwork.ConnectUsingSettings()**](https://doc-api.photonengine.com/en/pun/v2/class_photon_1_1_pun_1_1_photon_network.html#afe79d7b335a4c0dd6d3ed4b3314c7c58) **and then the creation of room and room access.** * **I used the function DontDestroyLoad() to stop the object from being destroyed.** * **In order to connect with the Photon Network, I used public override void OnConnectedToMaster() and then proceed to join the lobby.** |
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**DETAIL REPORT WEEK NO: 1**

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| **Objective(s) of the activities :**   * **To create lobby for the multiplayer games.** * **To create a choose room user interface for the multiplayer.** * **To display current room available and the players.** |
| **Contents :**   * **After connecting to the Photon Cloud, I created the Lobby User Interface (UI).** * **I created the room and the list current room as well.** * **For the first step, I created an input box for Room Name, a button for creating room and scrolling view for listing room.** * **In order to create room, I need to set up the script = public void OnClick\_CreateRoom ().** * **I created a function OnClick\_CreateRoom () where it allows us to create a room using the UI button.** * **Add CreateNewRoom.cs script into the CreateRoomButton and then, drag the text from the RoomInput game object into the value of CreateNewRoom component script**. * **Then, I created the RoomListDisplay script and dragged the script into the Room List Display game object.** * **After creating the RoomListDisplay, I proceed with the RoomList script, apply the RoomList script to the game object and assigned the value of Room Name Text with the RoomName game object.** |
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**DETAIL REPORT WEEK NO: 1**

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| **Objective(s) of the activities :**   * **To display current room available.** * **To create the leave button room.** |
| **Contents :**   * **I created the script for updating the room available. In order to display current room available, first I need to create Lobby canvas in the scene.** * **I used the function OnRoomListUpdate() to get the list of rooms available.** * **I have created and made the coding for showing the current room. In order to create the showing current room, I did the CreateOrJoinRoomCanvas and CurrentRoomCanvas scripts.** * **I also created RoomCanvases script and object to hold references to all the canvases inside the room.** * **Then, I dragged the CreateOrJoinRoomCanvas script and CurrentRoomCanvas script into the RoomCanvases game object.** * **After creating the showing current room, I proceeded with the listing players and joining rooms. I put the RoomListing prefabs and create PlayerListing prefab.** * **Then, I created the LeaveRoomButton by creating the LeaveRoom button so that the players can leave the games.** |
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**DETAIL REPORT WEEK NO: 1**

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| **Objective(s) of the activities :**   * **To make the scene quickly change.** |
| **Contents :**   * **In order to make quick changing scene, I created Start Game game object and put public void OnClick\_StartGame under PlayerListings coding and did Photon Network load scene.** * **The most important thing is to automatically sync scene by using:**   **PhotonNetwork.AutomaticallySyncScene = true;** |
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**DETAIL REPORT WEEK NO: 1**

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| **Objective(s) of the activities :**   * **To start with Module 3.** |
| **Contents :**   * **We were briefed by our supervisors regarding our third module. The idea was based on IKEA assemble instruments.** * **The instruction is to be executed in Virtual Reality worlds where user**   **experience to follow the instruction in using VR device.**   * **As a start, we learnt on how to use SketchUp to draw the object that will be using in Module 3.**     **Picture above depicts the instruments that are needed in this module.**   * **We also did some researches on how to do real time object snapping in Unity.** |
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**DETAIL REPORT WEEK NO:2**

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| **Objective(s) of the activities :**   * **To design 3D object for Module 3 using SketchUp.** |
| **Contents :**   * **In order to create the 3D object for Module 3, we referred to the reference that was given by our supervisor.** * **3D model was first developed while referring to the 3D model of Ikea Adils Assemble Manual.**     **Picture above shows ADILS LEG PLATE**    **Picture above shows ADILS LEG PLATE in 3D Model in SketchUp** |
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**DETAIL REPORT WEEK NO: 2**

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| **Objective(s) of the activities :**   * **To continue design the 3D model in SketchUp.** |
| **Contents :**  **Challenge:**   * **It took time to develop the model using that application as we never use it before so it was a bit hard to design the 3D module object.** * **After finishing design the Adils Leg Plate done, the object was export in .fbx format and imported in Unity as prefab.** * **However, when the 3D model was imported to Unity, some parts of the object were missing and cannot be used with other component in Unity.** * **The 3D object that was designed in the SketchUp was a little bit different when import to the Unity.** * **Therefore, the 3D model needs to be redeveloped.**     **Picture shows the new 3D model of ADILS Leg Plate.** |
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**DETAIL REPORT WEEK NO: 2**

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| **Objective(s) of the activities :**   * **To learn about real-time object snapping.** * **To design User Interface for Module 3.** |
| **Contents :**   * **I watched a tutorial video on YouTube about object snapping in Unity. There are several types of grab snap:**  1. **Simple Snap**  * **If we pick the object up, the central position of the object always snaps to the snap point on the controller.**  1. **Precision Snap**  * **Snap to precision location on existing objects.**  1. **Rotation Snap**  * **The purpose on learning of object snapping is to find a way on how to snap the screws into the ADILS Plate Leg holes. However, we still find information regarding real time object snapping in Unity.** * **We created the User Interface of Module 3. The purpose is to give the instruction on how to assemble the furniture of IKEA using Virtual Reality.** * **The instruction of User Interface is simple as user need to read the instruction display and click the button to see the next step.** * **The button needs to be clicked using VR controller. Next is to develop the environment of Module 3.** |
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**DETAIL REPORT WEEK NO: 2**

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| **Objective(s) of the activities :**   * **To make the laser pointer the button in Unity and VR.** |
| **Contents :**   * **We need to setup the VR controller to let the user interact with UI.** * **At first, we imported the SteamVR plugin as we are going to develop scene using Virtual Reality environment.** * **Then, we created the laser pointer script and dragged it to the controller.** * **To test the laser pointer. To enable the button to be clicked, the UI button must be wrapped with box collider.** * **Challenge:**  1. **The User Interface cannot be clearly seen as it was blocked by other objects in the scene. To overcome the problem, the scene space was change to World Space and let the UI static at one place.** 2. **The pointer cannot click the button in the scene even there is RayCast pointer because the arrangement of script was wronged.** |
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**DETAIL REPORT WEEK NO:2**

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| **Objective(s) of the activities :**   * **To continue Setup VR Controller Interaction for the User Interface.** |
| **Contents :**   * **To fix the pointer in the controller, we rearranged the script by dragged the laser pointer script into the Camera Rig instead of the controller.** * **The pointer now can be seen and the button can be clicked using the pointer in the Virtual Reality environment.** * **After discussing among us, the pointer actually is not needed all the times. The reason is the controller also will be used to grab the components in the scene.** * **Therefore, the pointer only will be used to click the button in the Virtual Reality Environment.** |
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