**LOG BOOK** **WEEK NO: 11-12**

| WEEK NO | DATE | BRIEF DESCRIPTION OF DAILY ACTIVITIES |
|---|---|---|
| 11 | **11th November 2019** | • Preparing content for report |
| | **12th November 2019** | • Preparing content for presentation |
| | **13th November 2019** | • Modify the User Interface and all the functions in the project |
| | **14th November 2019** | • Stabilise and synchronize project to all computer |
| | **15th November 2019** | • Practise and rehearse for Presentation |
| 12 | **18th November 2019** | • Presentation and Receiving feedback |
| | **19th November 2019** | • Do a research regarding the Jittering problem |
| | **20th November 2019** | • Fixing error regarding object jittering |
| | **21st November 2019** | • Integration with Window Mixed Reality |
| | **22nd November 2019** | • Testing Multiplayer |

| Logbook Weekly Evaluation by HOST COMPANY SUPERVISOR | | | | | |
|---|---|---|---|---|---|
| **Instruction to Host Company Supervisor**<br>Please refer to the student's to assess his/her performance.<br>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: 11**

**Objective(s) of the activities :**

- Prepare content for Student Industrial Project (SIP) Report

**Contents :**

Dr Dayang has requested from us the SIP Report to be send before the presentation that will be held on 18th November 2019. I have been prepared contents of the report. The report start with acknowledgement then followed by the background of the project, introduction to the problem, objectives and scope of work.

Then, I need to put a details explanation regarding the methodology includes the tools and method used in the project. I mentioned both hardware and software that has been used in the project.

I described the project through Software Development Life Cycle (SDLC) starting from Planning, Analysis, Design, Development, Testing and Evaluation. Further discussions is proceed in the result and discussions section. In this section, I showed the result of the project and also all the challenges that I faced throughout the completion of the project.

I conclude the report by state the improvement that can be made in the project and put a references. I need to submit the report in Turnirtin through ULearn in UCampus Website. The Turnitin Software is for checking the plagiarism in the report. The Turnitin Report need to be attached at the end of the report.

**DETAIL REPORT** **WEEK NO: 11**

**Objective(s) of the activities :**

- Prepare content for Student Industrial Project (SIP) Presentation

**Contents :**

Dr Dayang, Dr Fairuz and Mr Shri Rai want us to do the presentation on 18th November 2019. My team and I divided the flow of presentation according to our contributions in the project.

We prepared the slides start with the introduction includes the project management and the method used. Then, we proceed with the flow of the project which start form the database then user interface or main menu and followed by the modules.

I had to do the User Interface and the conclusion part. In the User Interface, I explained what is Photon Server and how it integrate with our project. I showed a few pictures to make the presentation more understandable.

As for the conclusion, I recap the whole project and add the current state of the project. Then, I stated what have we learnt throughout the project.

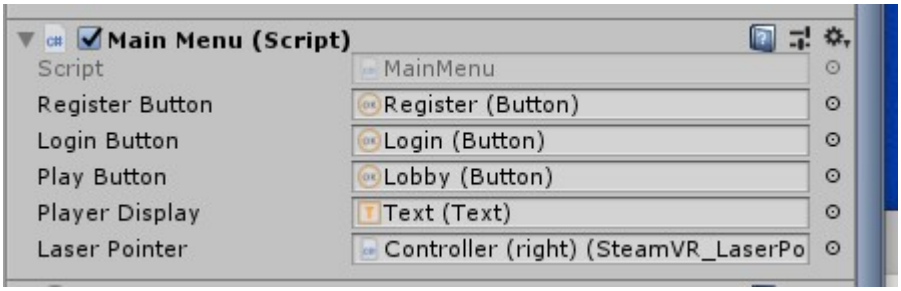
**DETAIL REPORT** **WEEK NO: 11**

**Objective(s) of the activities :**

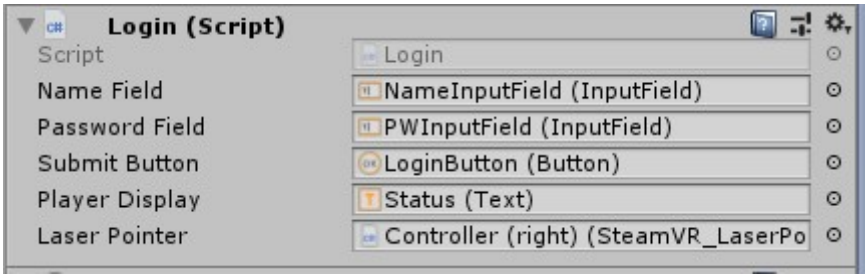
- Modify the User Interface and functions in all scenes

**Contents :**

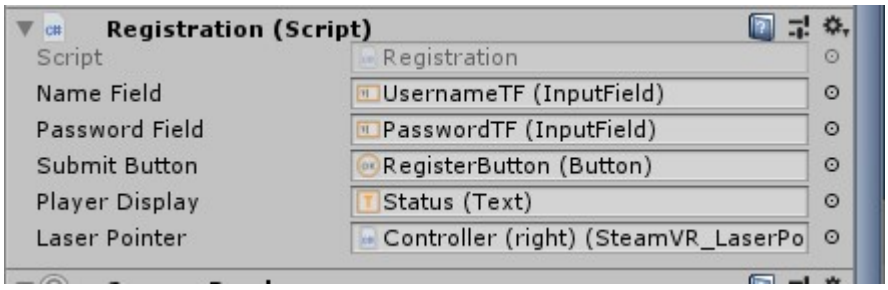
These are the Canvas Script in each scenes. This script helps the raycast steamvr pointer to know what exactly that it interact with. The Laser Pointer will interact with the object then, the object will execute the function that they supposed to do after the interaction.




**Canvas Script in Main Menu Scene**




**Canvas Script in Login Scene**




**Canvas Script in Registration Scene**

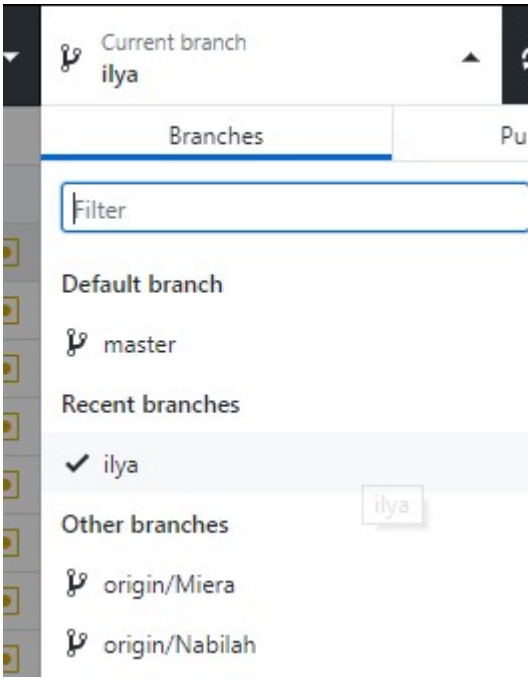
**DETAIL REPORT** **WEEK NO: 11**

**Objective(s) of the activities :**

- Stabilise and synchronize project to all computers

**Contents :**

My team and I tested the modified project from my branch in GitHub. We download the project manually in GitHub website.




After the testing is done and everything work just fine, I push request my branch and see the comparison against the Master Branch.

There are no conflicts found in my branch. Then, I commit to the Master. My team and I tested the Master Branch and there are no problem with it.

**DETAIL REPORT** **WEEK NO: 11**

**Objective(s) of the activities :**

- Rehearse and Practise for Presentation

**Contents :**

After stabilise and synchronize the project to all computers. My team and I planned on how we are going to present. We will present to Dr Dayang through Skype Call and Dr Fairuz and Mr Shri Rai will be present in the presentation room.

We planned to do a screen share with Dr Dayang. We also planned to do a live demonstration to all supervisors. Each team member practised their own line and let the rest of the team members evaluate it. This will help to see if any improvement can be made.

The sequence of the presentation start with Syazwani for introduction and proceed by Nabilah and me for database and Main menu respectively. Amiera and Syazwani will be explaining the modules and multiplayer settings. To conclude the presentation will be myself.

**DETAIL REPORT** **WEEK NO: 12**

**Objective(s) of the activities :**

- Presentation and receiving feedback from supervisors

**Contents :**

My team and I presented our project to Dr Dayang, Dr Fairuz and Mr Shri Rai. Dr Dayang watched our presentation through Skype Call. After presented each of our contributions to the project, we did a live demonstration to let the supervisors understand better.

During the Q&A Session, Mr Shri asked a few question regarding the ownership transfer and Remote Procedure Calls (RPC). Dr Fairuz asked us to test the project with three multiplayers instead of just two multiplayers.

We also received a feedback regarding the object jittering. Dr Fairuz suggested to modify the fixed Time step settings of the project settings.

Dr Dayang was impressed with the project outcome since we do not learn anything related to the project back in our university. Dr Dayang hoped that we can bring the project back to our university.

**DETAIL REPORT** **WEEK NO: 12**

**Objective(s) of the activities :**

- Do a research regarding the Jittering problem
- Fixing error regarding object jittering

**Contents :**

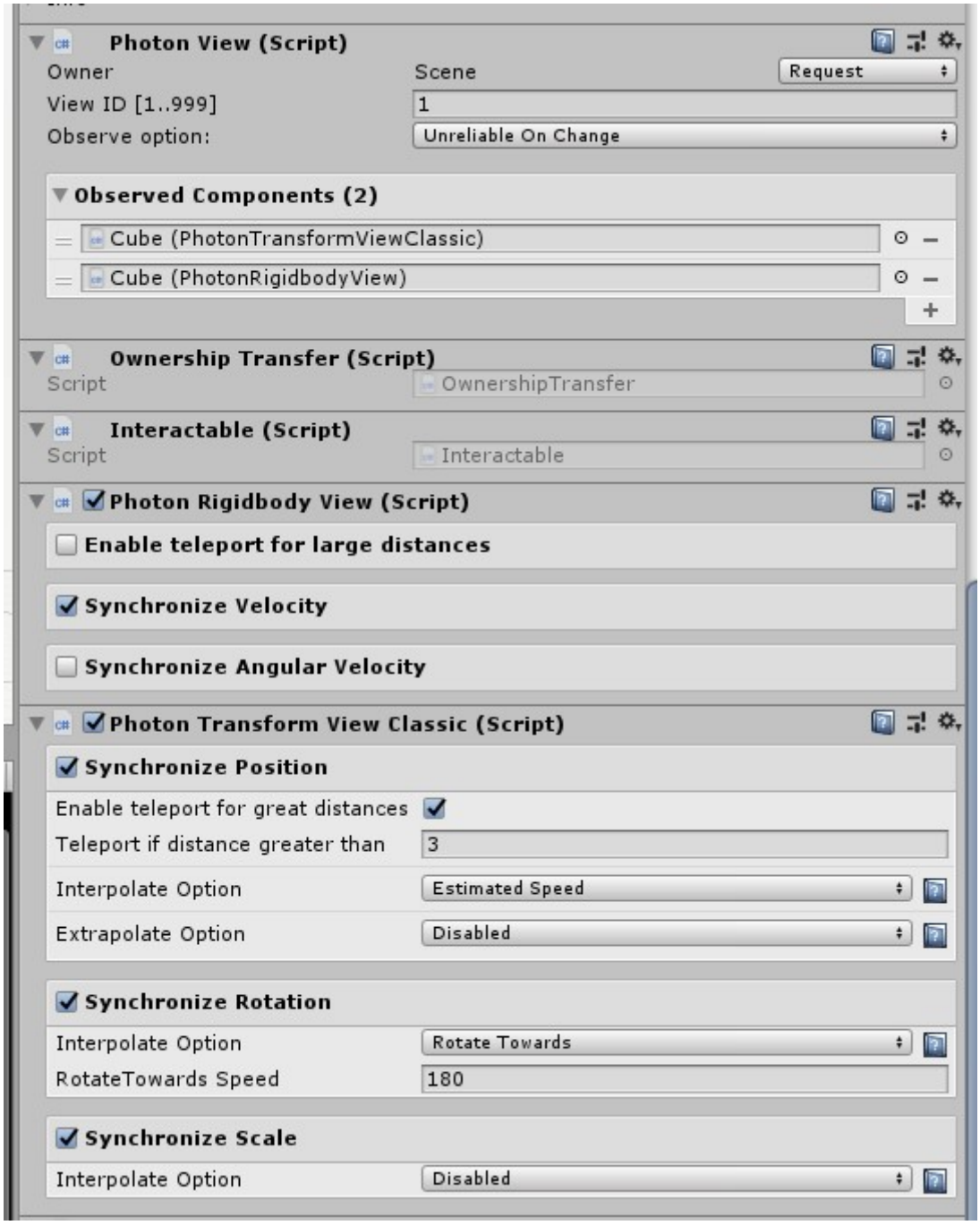
To fix the object jittering problem. One of the solution is to modify the Fixed Timestep and the Time Scale in Project Settings > Time

Fixed Timestep - A framerate-independent interval that dictates when physics calculations and FixedUpdate() events are performed.

Time Scale - The speed at which time progresses. Change this value to simulate bullet-time effects. A value of 1 means real-time. A value of .5 means half speed; a value of 2 is double speed.


Other than that, remove the current Photon Transform View and replace with Photon Transform View (Classic) since it gives us details on how we want to change the settings. This need to be done at all object that will be interacted with controllers like cube in the module 1 scene.

The picture below is the settings that need to be applied in the Photon Transform View (Classic).



**DETAIL REPORT** **WEEK NO: 12**

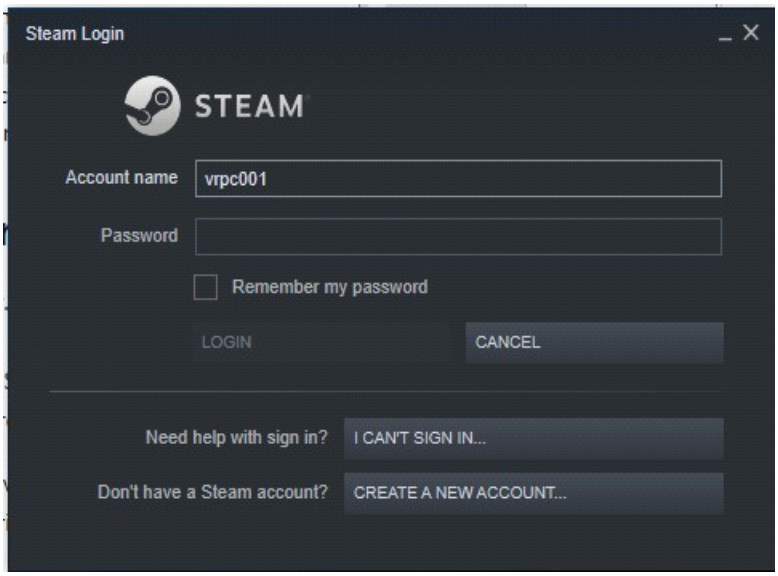
**Objective(s) of the activities :**

- Integration with Window Mixed Reality
- Testing Multiplayer

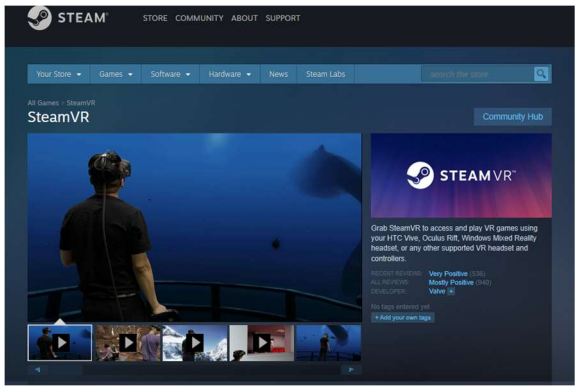
**Contents :**

To setup Window Mixed Reality(WMR) for SteamVR, the first thing that we need to do is that setup the Window Mixed Reality Hardware. Then here a few steps that are required:

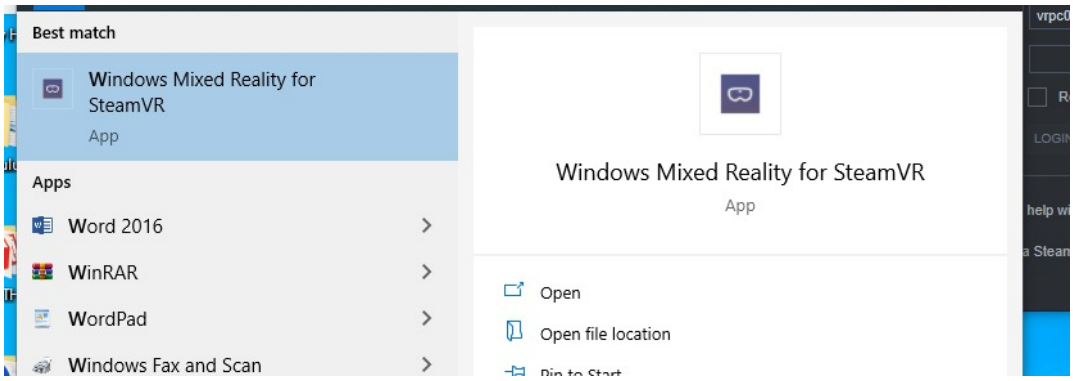
1) Install Steam
2) Login to Steam account as picture below



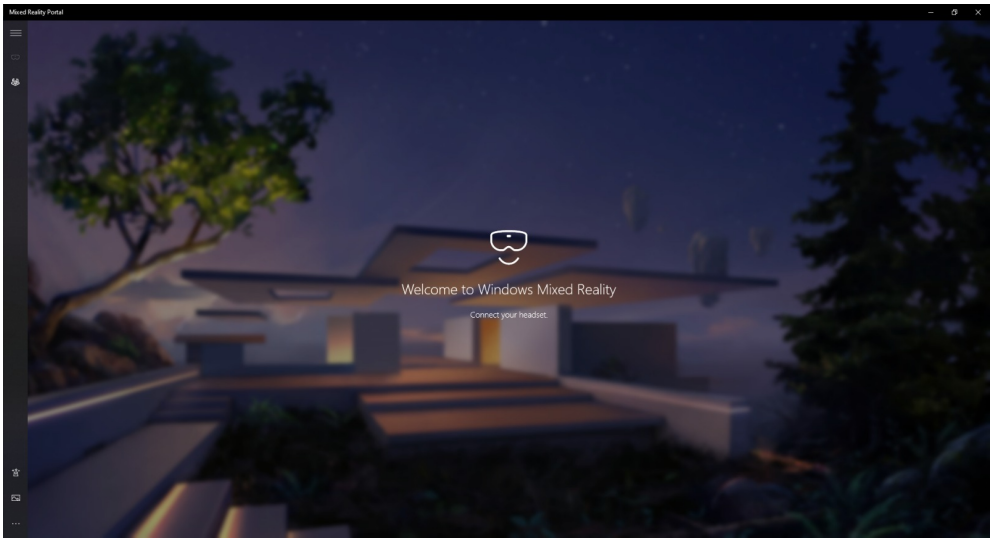

3) Install SteamVR. Plugin the WMR Headset AND Launch Steam. There will be a pop dialog; instruction that need to be followed



4) Install Window Mixed Reality for SteamVR in the PC




Launch the WMR For SteamVR




Then, Open the project and build it. We able to launch it in WMR and tested the project as 3 players which are using HMDs from HTC Vive Pro, HTC Vive and Window Mixed Reality