STUDENT INDUSTRIAL INTERNSHIP PROGRAMME LOGBOOK WEEK 11 & 12

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Programme: Bachelor of Technology in Information Technology

Place of Training: Universiti Teknologi PETRONAS (UTP) / Murdoch University, Australia

Period of Training: 6th May 2019 – 6th December 2019

Project Title: Project Neuromender (A Home Computer-Based Stroke Rehabilitation System).

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

WEEK	DATE	BRIEF DESCRIPTION OF DAILY ACTIVITIES
11	**11.11.2019**	• Figuring out how to join room by clicked on the room list
	12.11.2019	• Figuring out the instantiation of room listing
	13.11.2019	• Appear the player name above the player • Do some research on Playerpref Do some research on Playerpref
	14.11.2019	• Implemented PlayerPref inside the code
	15.11.2019	• Prepared for presentation • Compiled the project Compiled the project
12	**16.11.2019**	• Student Industrial Project Presentation
	17.11.2019	• Test project with 3 player
	18.11.2019	• Configuring the jittering problem
	19.11.2019	• Research on Photon Transform Classic
	20.11.2019	• Implemented Photon Transform Classic View

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: 11**

Objective(s) of the activities :

- **Figuring out how to join room by clicked on the room list**

Contents :

Monday (11.11.2019)

1. Regarding the join room, since the room list is instantiated, the code cannot retrieve the room name displayed on the list

2. This is the problem why player cannot join the room by clicking on the list

3. To solve the problem, I tried to retrieve the room name through the text instantiated

4. By using this solution, player now can join the room by clicking on the list

5. However, the problem is it only take the first name which has been instantiated

6. For example, the first room that has been created is “Room 1” and then followed by “Room 2”. When player want to join the room by clicking on “Room 2” they are actually entering “Room 1”

7. This is because when “RoomListing” is instantiated, it used the same name which do not used looping by index in hierarchy

DETAIL REPORT **WEEK NO: 11**

Objective(s) of the activities :

- **Figuring out the instantiation of room listing**

Contents :

Tuesday (12.11.2019)

1. The instantiated room listing is a scroll view type. Since we are instantiating the RoomListing.cs inside the scroll view, we need to know how to used it with vr

2. The concept that we are using is the ray cast can interact with any UI object by using the name of the object

3. Since we are instantiating the same name, so it got no different even though we are clicked on others room name

DETAIL REPORT **WEEK NO: 11**

Objective(s) of the activities :

- **Appear the player name above the player**
- **Do some research on Playerpref**

Contents :

Wednesday (13.11.2019)

1. We already has implemented PlayerPref in the previous code which is inside PlayerInputField.cs

```
[RequireComponent(typeof(InputField))]

    public class PlayerInputField : MonoBehaviour
    {
    public static PlayerInputField instance;
        #region Private Constants


        // Store the PlayerPref Key to avoid typos
        const string playerNamePrefKey = "PlayerName";
        #endregion


        #region MonoBehaviour CallBacks
        /// <summary>
        /// MonoBehaviour method called on GameObject by Unity during initialization phase.
        /// </summary>
        void Start()
        {
            string defaultName = string.Empty;
            InputField _inputField = this.GetComponent<InputField>();
            if (_inputField != null)
            {
                if (PlayerPrefs.HasKey(playerNamePrefKey))
                {
                    defaultName = PlayerPrefs.GetString(playerNamePrefKey);
                    _inputField.text = defaultName;
                }
            }
            PhotonNetwork.NickName = defaultName;
```

2. PlayerPref are used to store certain data between scene

3. It can store several type of data such as SetString(),SetInt(), or SetFloat()

4. To retrieve the data back, we can used GetString(), GetInt(), and GetFloat()

5. Since we want to save the player name between the scene, we will try to implement PlayerPref in the code.

DETAIL REPORT **WEEK NO: 11**

Objective(s) of the activities :

- **Implemented PlayerPref inside the code**

Contents :

Thursday (14.11.2019)

1. Since in the PlayerInputField.cs PlayePref SetString() has been implemented, we will try to retrieve the name store

```
defaultName = PlayerPrefs.GetString(playerNamePrefKey);
_inputField.text = defaultName;
```

2. To call the data, we need t have the key which has been set.
3. However, when we are calling the player name inside other scene, the result are still the same.
4. We still cannot appear the player name above the player

DETAIL REPORT **WEEK NO: 11**

Objective(s) of the activities :

- **Prepared for presentation**
- **Compiled the project**

Contents :

Friday (15.11.2019)

1. Since on Monday (18.11.2019) is our presentation day, we will compiled all the work that need to be presented

2. Project is check to make sure all the code that are not used is commented

3. Once all the code has been finalized, we test it with 2 player and checked the functionality of the function that has been implemented

4. Once all has been finalized, we build the project in application and test it once again

5. Other than that, I also do and compiled my part of the slide with others

6. I also created a script for my slide to make sure all the important part are not been let out

DETAIL REPORT **WEEK NO: 12**

Objective(s) of the activities :

- **Student Industrial Project Presentation**

Contents :

Monday (17.11.2019)

1. Project Presentation

DETAIL REPORT **WEEK NO: 12**

Objective(s) of the activities :

- **Test project with 3 player**

Contents :

Tuesday (18.11.2019)

1. Set up the WMR on the other pc
2. WMR need a setup as what we have done for HTC Vive for example room setting
3. We only tried this project with 2 player before, so we need to make sure it capable to have more player for future
4. All 3 player are able to instantiate inside the game room
5. When there are 3 player inside the room, all the player are able to use all the function perfectly
6. However, regarding the jittering problem, there are still the problem even with 3 player

DETAIL REPORT **WEEK NO: 12**

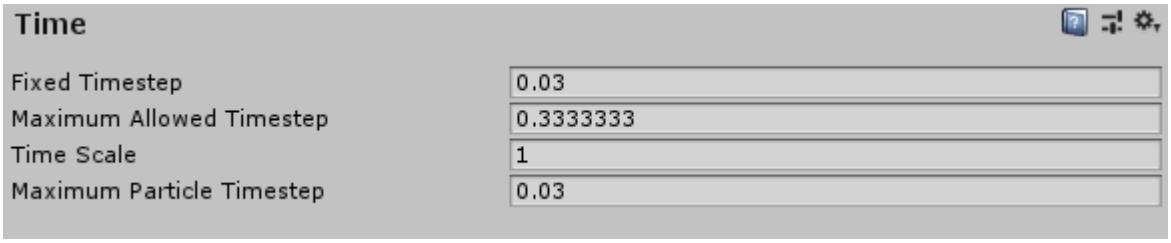
Objective(s) of the activities :

- **Configuring the jittering problem**

Contents :

Wednesday (19.11.2019)

1. In unity, there are a setting which we can set the time of the game



2. We did try editing the time value to solve the problem with jittering problem

3. During the testing, we did lower and increase the time value to see the changes it has made for the jittering

4. However, the jittering problem still occur inside the games. When master client stack the cube the time taken for the cube to fall is longer than other client

5. Other than that, we did edit the value on time scale to see the changes

6. This is because time scale means speed at the time progress.
   i. 1 means real-time
   ii. 0.5 means half speed
   iii. 2 means double speed

7. From the testing, I can conclude that the time setting did play some effect to the jittering problem but cannot solve the problem

DETAIL REPORT **WEEK NO: 12**

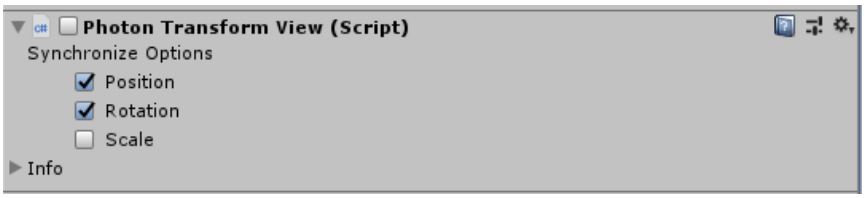
Objective(s) of the activities :

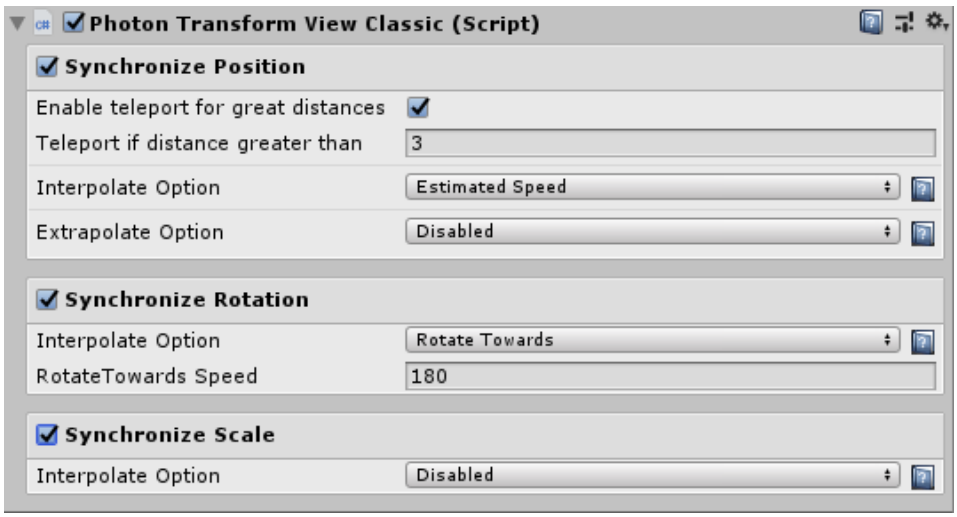
- **Research on Photon Transform Classic View**

Contents :

Thursday (20.11.2019)

1. In Photon Unity Networking (PUN), it provide us with 2 component of transform view
   i. Photon Transform View
   ii. Photon Transform View Classic





2. Photon Transform Classic View are more detailed compared to Photon Transform View

3. In Photon Transform Classic View, for its synchronized position it did provide several option for interpolation and extrapolation setting

4. Interpolation Option
    i. Disabled
    ii. FixedSpeed
    iii. EstimatedSpeed
    iv. SynchronizeValues
    v. Lerp

5. Extrapolate Option
    vi. Disabled
    vii. SynchronizeValues
    viii. EstimatedSpeed
    ix. FixedSpeed

DETAIL REPORT **WEEK NO: 12**

Objective(s) of the activities :

- **Implemented Photon Transform Classic View**

Contents :

Friday (21.11.2019)

1. We tried to implement Photon Transform Classic View in the cube to see the changes that it can make to the jittering problem

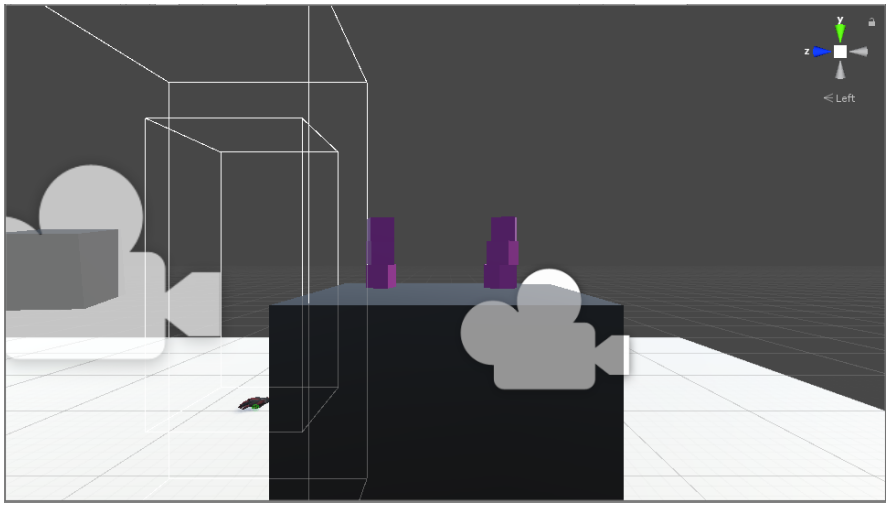
2. To avoid redundant, first we must uncheck Photon Transform View as it has the same function as Photon Transform Classic View

3. Then, we need to add the Photon Transform Classic View to all the cube we have inside the scene

4. On Interpolate Option we set it to EstimatedSpeed as it works best for object that only change the speed slowly

5. The result is when the player stack the 2 cube it did not fall down

6. However, when other player stack another cube on the stacked cube, it will fall



7. Each side of the cube are stacked by different player. We wait for sometimes and the cube did not fall