

**STUDENT INDUSTRIAL INTERNSHIP PROGRAMME LOGBOOK**

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**Matric No: 24606**

**Programme: Information Technology (IT)**

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

**Period of Training: 7 months**

**Project Title: Nueromender Project**

**SIP LOGBOOK REPORT**

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

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| **WEEK NO** | **DATE** | **BRIEF DESCRIPTION OF DAILY ACTIVITIES** |
| **11** | **11/11/2019** | * **Finalizing SIP Report** |
| **12/11/2019** | * **Finalizing SIP Report** |
| **13/11/2019** | * **Finalizing SIP Report** |
| **14/11/2019** | * **Submission of SIP Report** |
| **15/11/2019** | * **SIP Slides Preparation** |
| **12** | **18/11/2019** | * **SIP Presentation** |
| **19/11/2019** | * **Add in 3 players in a Multiplayer Room** |
| **20/11/2019** | * **Add in 3 players in a Multiplayer Room** |
| **21/11/2019** | * **Fixing Jittering** |
| **22/11/2019** | * **Fixing Jittering** |

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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: 11**

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| **Objective(s) of the activities :**   * **Finalizing SIP Report** * **Submission of SIP Report** * **SIP Slides Preparation** |
| **Contents :**   |  |  | | --- | --- | | Dates / Objectives | Content | | **11/11/2019**   * Finalizing SIP Report | * While finalizing SIP Report, some information were collected from the project, such as:   + The Front Interface of Project   + Database Interface   + Module Interface * While testing the project, there were some with technicality of project:   + One computer cannot connected to server because the IP address changed suddenly. However, after restarting the PC, the IP address changed back to the default IP address and connection with server is back to normal | | **12/11/2019**   * Finalizing SIP Report | | **13/11/2019**   * Finalizing SIP Report | | **14/11/2019**   * Submission of SIP Report | * Submission of SIP report sent to the Host Company supervisor and UTP supervisor to give mark for SIP Evaluation | | **15/11/2019**   * SIP Slides Preparation | * Get ready a SIP Presentation Slides to be used during SIP Oral presentation that will be held on 18/11. | |
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**DETAIL REPORT WEEK NO: 12**

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| **Objective(s) of the activities :**   * **SIP Presentation** * **Add in 3 players in a Multiplayer Room** * **Fixing Jittering** |
| **Contents :**   |  |  | | --- | --- | | Dates / Objectives | Content | | **18/11/2019**   * SIP Presentation | * As a team, we did the presentation in a group. We presented to our supervisor in UTP and Host University in Murdoch. * After presentation we need to continue our project to fix some other problems and requirements needed by our supervisors although the prototype has been presented. * Things that need to be settled are:   + Building 3 players in a multiplayer room   + Fixing jittering problem in the modules   + In Module 2, we need to enable players to lift up table in multiplayer mood. | | **19/11/2019**   * Add in 3 players in a Multiplayer Room | * In current project, only two players are tested to be in multiplayer room. Numbers of players available in a room is four. * To add more players, we use Windows Mixed Reality (WMR) as third players. * We first setup the Windows Mixed Reality (WMR) before proceeding to test players in multiplayer room. | | **20/11/2019**   * Add in 3 players in a Multiplayer Room | * The setting of modules in Multiplayer room is quite a simple step, because WMR uses openVR setting which is the same setting as we setup using HTC Vive Model before. * Some setting in WMR needed to be changed such as VR room scale setting. After room scale has been setup, we tested players in multiplayer room. * We follow the usual flow needed to set players in multiplayer room. * Three players now available in a room, the connection also stabilized while players are in the room. * While testing players in room, we found that only master client in a room can stack cubes without jittering. Master client is the first player that creates and enters a module before other player. * The jittering problem when stacking cubes is still in progress. | | **21/11/2019**   * Fixing Jittering | * We were advice to set the time-step lower than the default time-step which is 0.02. Figure below shows the time setting in Unity.   Image result for time setting in unity   * The timestamp is set to 0.03 at first and 0.04 after that to test the jittering problem in the module. The jittering problem still cannot be fixed after the time-step changed. The solution is still in progress. * All testing is now done in three players to solve the jittering problem. | | **22/11/2019**   * Fixing Jittering | |
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