



UNIVERSITI
TEKNOLOGI
PETRONAS

STUDENT INDUSTRIAL INTERNSHIP PROGRAMME LOGBOOK WEEK 13 & 14

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Matric No: 24651

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: 13-14**

| WEEK | DATE | BRIEF DESCRIPTION OF DAILY ACTIVITIES |
|------|------------|---|
| 13 | 25.11.2019 | <ul style="list-style-type: none">• Leave |
| | 26.11.2019 | <ul style="list-style-type: none">• Research on object ownership |
| | 27.11.2019 | <ul style="list-style-type: none">• Continue Research on object ownership |
| | 28.11.2019 | <ul style="list-style-type: none">• Compiled SIT report to send to CDO |
| | 29.11.2019 | <ul style="list-style-type: none">• Compiled SIP report to send to CDO |
| 14 | 02.12.2019 | <ul style="list-style-type: none">• Weekly presentation• Prepared documentation on Photon Server |
| | 03.12.2019 | <ul style="list-style-type: none">• Project testing• Learn on how to export the game in unity |
| | 04.12.2019 | <ul style="list-style-type: none">• Create script for project video• Record footage for project video |
| | 05.12.2019 | <ul style="list-style-type: none">• Create script for project video• Record footage for project video• Compiled documentation |
| | 06.12.2019 | <ul style="list-style-type: none">• Submit all documentation• Weekly Presentation |

| Logbook Weekly Evaluation by HOST COMPANY SUPERVISOR | | | | | |
|--|---|---|---|---|-------|
| Instruction to Host Company Supervisor Please refer to the student's detailed report for that particular week before assessing his/her performance. Please mark in the appropriate box based on the following score : [5] Excellent [4] Good [3] Average [2] Below Average [1] Unsatisfactory | | | | | |
| 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: 13****Objective(s) of the activities :**

- On leave

Contents :**Monday (25.11.2019)**

1. On leave

Objective(s) of the activities :

- **Research on object ownership**

Contents :**Tuesday (26.11.2019)**

1. We want to have an improvement in our project which are 2 player want work together with the same object
2. However, when we look back on the definition on ownership which explain that every object only can be controlled by one client
3. To make sure 2 player can work with the same object at the same times we need to add some component
4. According to Photon Forum, when multiple user are controlling the same object at the same time the result will be unclear. Also they also mention about the lagging issue
5. Other than that, it also said that Photon did not support this function directly
6. It also suggest that we used a RaisedEvent to try implemented this function
7. Meanwhile, in UNet, some people are suggesting to set the gameobject authority to control by server.

Objective(s) of the activities :

- **Continue Research on object ownership**

Contents :**Wednesday (27.11.2019)**

1. PhotoNetwork.RaisedEvent are used to create own event and sent it without any relation to network object
2. To used the raised event it will need to provided with unique identifier, event code
3. By using the raised event, we can choose who we can sent the data to
4. However, when the research are going more deeper there are so solution which lead to how can the player works together in the same scene on the same game object

Objective(s) of the activities :

- **Compiled Sit documentation to sent to CDO**

Contents :**Thursday (28.11.2019)**

1. As UTP requirement, we need to send all the documentation for Student Industrial Training (SIT) that we have done to them when we are finished with the internship
2. We need to compiled all the work we have done such as
 - i. Logbook
 - ii. Logbook Marks
 - iii. Cover page
 - iv. Student Industrial Report
 - v. Host Company Verification
3. Once all the documentation has been compiled, we need to burn it CD and sent it to UTP

DETAIL REPORT

WEEK NO: 13

Objective(s) of the activities :

- **Compiled SIP report to sent to CDO**

Contents :

Friday (29.11.2019)

1. As UTP requirement, we need to send all the documentation for Student Industrial Project (SIT) that we have done to them when we are finished with the internship
2. We need to compiled all the work we have done such as
 - i. Logbook
 - ii. Logbook Marks
 - iii. Cover page
 - iv. Student Industrial Report
 - v. Host Company Verification
3. Once all the documentation has been compiled, we need to burn it CD and sent it to UTP

Objective(s) of the activities :

- **Weekly presentation**
- **Prepared documentation on Photon Server**

Contents :**Monday (02.12.2019)**



1. We have our weekly presentation to both our supervisor
2. We have presented to them on
 - i. Object jittering
 - ii. Test the game with 3 player
3. Result
 - i. Object jittering can be reduce when only the same player are stacking on their own cube
 - ii. When there are other player stack cube on the other's player cube. It will fall down
 - iii. Other than that, the game can works well with 3 player inside the game
4. Comment from supervisor
 - i. Make sure to label all the Photon Server on the pc since other people might use this later on
 - ii. Stabilize the project
 - iii. Make sure to differentiate the player either by using the player nickname or by color
 - iv. Make a video regarding the project
5. Prepared the documentation on how to start the photon server on premise and save it on desktop pc for reference

Objective(s) of the activities :

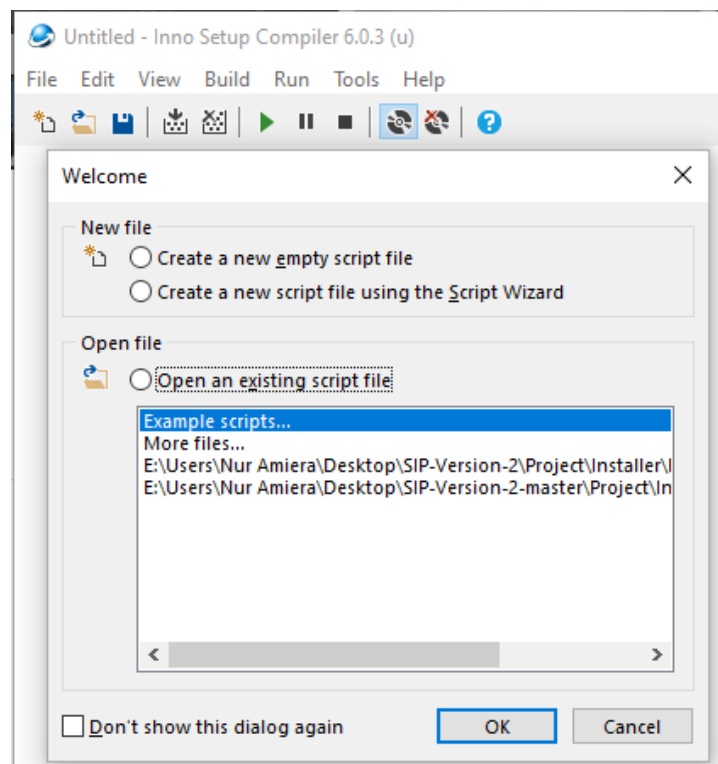
- **Project testing**
- **Learn on how to export the game in unity**

Contents :**Tuesday (03.12.2019)**

1. As one of other member has successfully appear the player name above the player, we did many testing to make sure it look fine inside the games
2. Other than that, regarding the object jittering, we did a few testing to see where is the problem
 - i. When master client stack up the cube, it will not jitter
 - ii. When other player stack on the master client cube, cube will start jitter
 - iii. Other than that, when the other player stack up the cube it will also not start jitter
3. Conclusion regarding the object jitter
 - i. Both master client and client can stack up the cube on their own
 - ii. However, master client cannot stack the cube above the client cube and vice versa
4. Other than that, I also look up on how to publish the game on unity
5. What I have look up is other player can install the game on their pc which it will not on unity

| <input type="checkbox"/> Name | Date modified | Type |
|--|-------------------|-------------------|
| <input checked="" type="checkbox"/>  Photon.exe | 2/12/2019 3:34 PM | Application |
|  PhotonInstaller.iss | 2/12/2019 3:34 PM | Inno Setup Script |

6. To published the games, it will be used “Inno Setup Compiler” to build the application



7. However, the application that we have built cannot be install as the tutorial are using the out dated unity version

Objective(s) of the activities :

- Create script for project video
- Record footage for project video

Contents :

Wednesday (04.12.2019)

1. As our supervisor has requested us to make a video from what we have done, we have come up with story board on how to make the video
2. Inside the video there will be a narrator who tell the audience what are the video all about

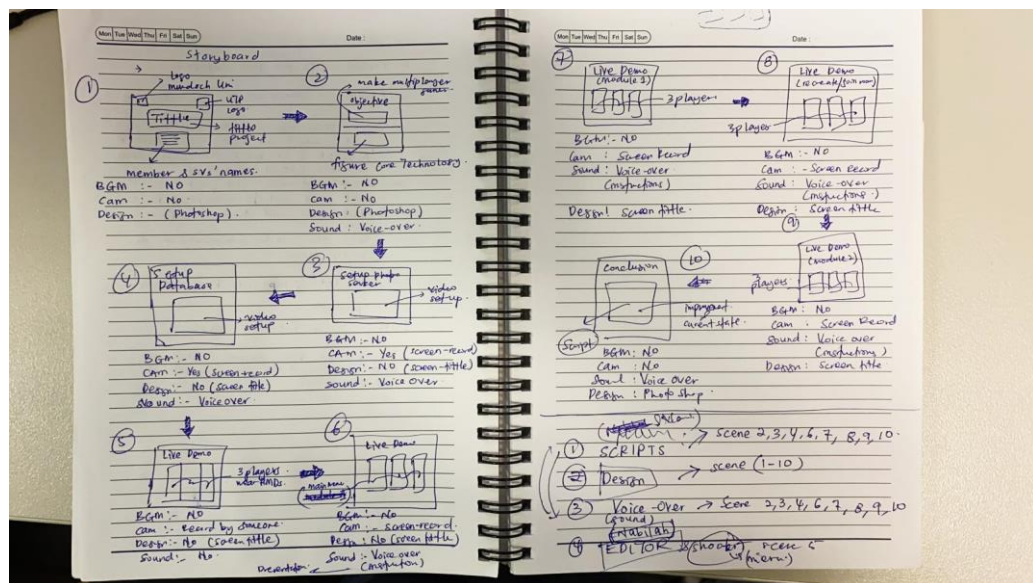


Figure 1: Storyboard of the video

3. Script has been created based on what action display by the player on the video
4. Footage from scene 5 has been recorded follow by other scene
5. Other than that, a documentation on how to run the Photon Server On Premise also has been save on IVES-PC-3 desktop

Objective(s) of the activities :

- **Create script for project video**
- **Record footage for project video**
- **Compiled documentation**

Contents :**Thursday (05.12.2019)**

1. Continue creating script and footage for the video
2. Compiled all the document
 - i. Unity folder for the VR Multiplayer Module
 - ii. Photon Server On Premise
 - iii. Tutorial on how to set up the Photon Server
 - iv. Project Documentation
3. Compiled all the form which need to be sign by Host Company Supervisor as the requirement by Universiti Teknologi PETRONAS

Objective(s) of the activities :

- **Submit all documentation**
- **Weekly Presentation**

Contents :**Friday (06.12.2019)**

1. Present all the project to both our supervisor
2. Conclude all the function inside both module
 - i. Register account
 - ii. Login into an account
 - iii. Create room
 - iv. Join room
 - v. Display active room
 - vi. Display player name in the same room
 - vii. Player see each other
 - viii. Display player name above each player
 - ix. Teleport
 - x. Grab and pick up the cube
 - xi. Snap the table leg
 - xii. Pass cube between hands
 - xiii. Hands animation
3. Submit all documentation to Murdoch University
 - i. Photon Server On Premise
 - ii. Tutorial running Photon Server
 - iii. Project Documentation
 - iv. Unity Project