

**LOG BOOK****WEEK NO: 13-14**

<b>WEEK NO</b>	<b>DATE</b>	<b>BRIEF DESCRIPTION OF DAILY ACTIVITIES</b>
<b>13</b>	<b>25<sup>th</sup> November 2019</b>	<ul style="list-style-type: none"><li>• On Leave</li></ul>
	<b>26<sup>th</sup> November 2019</b>	<ul style="list-style-type: none"><li>• Modify Leave Room button in each scene</li></ul>
	<b>27<sup>th</sup> November 2019</b>	<ul style="list-style-type: none"><li>• Help in preparing the documentation</li></ul>
	<b>28<sup>th</sup> November 2019</b>	<ul style="list-style-type: none"><li>• Compile Career Development Office UTP`s Documents requirement</li></ul>
	<b>29<sup>th</sup> November 2019</b>	<ul style="list-style-type: none"><li>• Research on synchronize player nickname in the scene</li></ul>
<b>14</b>	<b>2<sup>nd</sup> December 2019</b>	<ul style="list-style-type: none"><li>• Appearing player nickname in the scene for each player</li></ul>
	<b>3<sup>rd</sup> December 2019</b>	<ul style="list-style-type: none"><li>• Modify the UI for player nickname</li><li>• Fix Leave Room button</li></ul>
	<b>4<sup>th</sup> December 2019</b>	<ul style="list-style-type: none"><li>• Plan a storyboard for video and Recording</li><li>• Discussion with student Murdoch University</li></ul>
	<b>5<sup>th</sup> December 2019</b>	<ul style="list-style-type: none"><li>• Editing video</li></ul>
	<b>6<sup>th</sup> December 2019</b>	<ul style="list-style-type: none"><li>• Demonstrate the project to Mr Shri Rai</li><li>• Documented and labeled documents</li></ul>

Logbook Weekly Evaluation by HOST COMPANY SUPERVISOR					
<b>Instruction to Host Company Supervisor</b> 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	<b>/5</b>
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	<b>/5</b>
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	<b>/5</b>
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	<b>/5</b>
Total Score					<b>/20</b>
<b>Comments:</b>					
<b>Host Company Supervisor's Signature &amp; stamp:</b>					
<b>Name &amp; Designation:</b>					
<b>Date:</b>					

*(make copies if necessary)*

**DETAIL REPORT****WEEK NO: 13****Objective(s) of the activities :****Contents :**

On leave

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

- Modify the leave room button in each scene

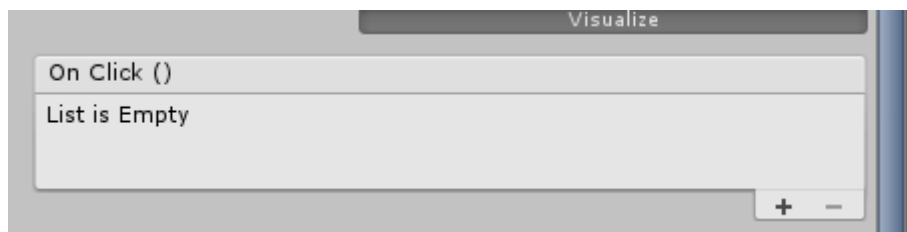
**Contents :**

I found a new thing where it helped in simplified the Leave Room function. Instead of using PhotonNetwork.LeftRoom, I used the scene management function inside Unity to reduce the latency or delay to the player when they want to leave the scene.

The picture below shows the function that I created. ("Rooms") is the name of the scene that I want the player to be directed to after they leave the room or scene. ("Rooms") is where the player can create or join room.

```
}  
  
public void LeaveRoom()  
{  
    UnityEngine.SceneManagement.SceneManager.LoadScene("Rooms");  
}  
  
#endregion
```

If using this self-made function, it does not required to specify the OnClick() function in the Leave Room Button UI. It can be leave empty.



I did test and player able to leave room and be directed to "Rooms" where they can recreate or re-join room or scene.

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

- Compile Career Development Office Universiti Teknologi Petronas` s required documents
- Help in preparing the documentation

**Contents :**

These are the documents that is required to be submitted to the Career Development Office of Universiti Teknologi Petronas:

- For Student Industrial Training which start from 6<sup>th</sup> June 2019 till 5<sup>th</sup> September 2019 :
  1. Cover Page
  2. Verification Statement
  3. SIT Report
  4. SIT Logbook Summary Weekly Scores
  5. SIT Logbook Details
  6. SIT Training Schedule
- For Student Industrial Project which start from 2019 6<sup>th</sup> September 2019 till 6<sup>th</sup> December 2019 :
  1. Cover Page
  2. Verification Statement
  3. SIP Report
  4. SIP Logbook Summary Weekly Scores
  5. SIP Logbook Details
  6. SIP Training Schedule
- Must have Host Company Supervisor's Signature & stamp
  1. Host Company Verification Statement
  2. SIT Logbook Summary Weekly Scores
  3. SIP Logbook Summary Weekly Scores
  4. SIT Training Schedule

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

- Research on synchronize player nickname in the scene

**Contents :**

These are the few information that I found that help in synchronize player`s nickname in the scene.

- 1) I got this from Unity Forum :- It stated that we dint have to use any Remote Procedure Call (RPC) to synchronize nicknames. For local player, we can just use the `PhotonNetwork.LocalPlayer.Nickname` to automatically synchronized the nickname across all clients in the scene. For other player, to display their nickname correctly all across the network, we can use `photonView.owner.Nickname` in the script and attached `photonView` component in the User Interface.
- 2) I got this from Photon Forum :- Synchronize the nickname by using RPC or `RaiseEvent` calls or within the `OnPhotonSerializeView` function. The nickname wi be send via RPC to all other players. The server will store the names of each player and call them when they enter the scene.

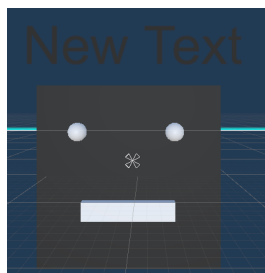
**Objective(s) of the activities :**

- Appearing player nickname in the scene for each player

**Contents :**

Dr Fairuz and Mr Shri Rai asked us to differentiate each player by having their nickname above their head. These are a few things that I have done to make the nickname appear :

- 1) Create UI Canvas > Text as child of Cube in Camera Rig as picture below

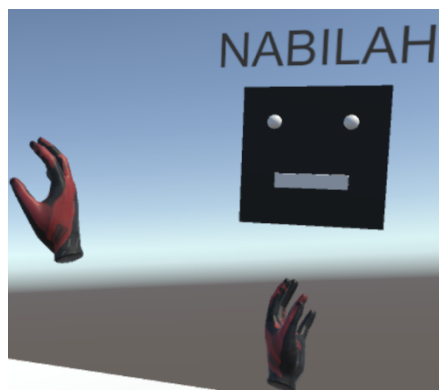


- 2) Add a few line of codes in My Player script as picture below. I used photonView.Owner.Nickname to call the nickname that player already inputted in the main menu scene.

```

    }
    else
    {
        _PlayerNickname.text = "" + photonView.Owner.Nickname;
    }
}
```

- 3) Picture below shown that other player nickname can be seen in the scene

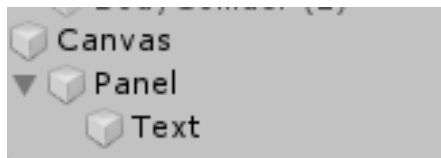


**Objective(s) of the activities :**

- Modify the UI for nickname player
- Fix the leave room button

**Contents :**

After did a testing with the appearance of player nickname, I found that it is hard for other player to see others` nickname since it only text and it kind of blend in with the background. To make it user-friendly User Interface, I put a panel as the background of the text so other users can clearly see the nickname. The picture below shows that text is panel child under Canvas UI.



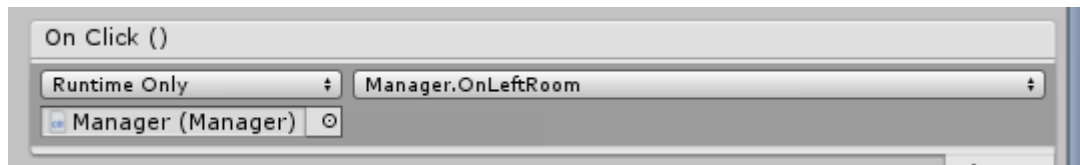
The picture below shows the result of the modification



During the testing, we found that there is a problem with the leave button in the scene. When player tries to leave the room by clicking the leave room button using steamvr raycast pointer, the player unable to leave room button and it says that there is no camera rendering in the scene which is the room create /join scene. The leave room button will direct the player to the room create/join scene. I tried to figured out the cause of the problem and found that there is a mistake made at Manager Script where it contains the LeaveRoom function.



The picture below shows the OnClick() function in the Leave Room button UI in both scenes; Module 1 and Module 2.



Then, I made an amend on the Manager Script by using the public override void OnLeftRoom() as shown in the picture below. The previous script is the one that I custom made function which is public void LeaveRoom(). By using the public override void OnLeftRoom(), it means that the function will override the Photon Function that already provided along in the PUN package in the Unity Asset Store.

```
/*public void LeaveRoom()
{
    UnityEngine.SceneManagement.SceneManager.LoadScene("Rooms");
}*/

#endregion

public override void OnLeftRoom()
{
    SceneManager.LoadScene("Rooms");
}
```

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

- Planning a storyboard for video and recording
- Discussion with student from Murdoch University

**Contents :**

I did plan and sketch the storyboard for the video. Dr Fairuz has asked us to prepare a maximum 10 minutes video about our project.

I planned to start the video with introduction of the project and state the objectives. Then, the video will be continued with a demonstration starts from setup Photon Server proceed with setup database for the authentication.

I also planned to demonstrated from the start of the application where player needs to login or register an account. After that, player will enter their nickname in the lobby and connect to master server. Once it has connected to master server, player is able to create or join room, choose module and experience the module. All this demonstration will be in the video. The video will be ended with the conclusion of the project.

In the evening, James and Manu, students from Murdoch University came to the lab to see our project. They tested and give their feedback. We also had a discussion regarding the physics of the player and object that is interacted with player.

## DETAIL REPORT

**WEEK NO: 14**

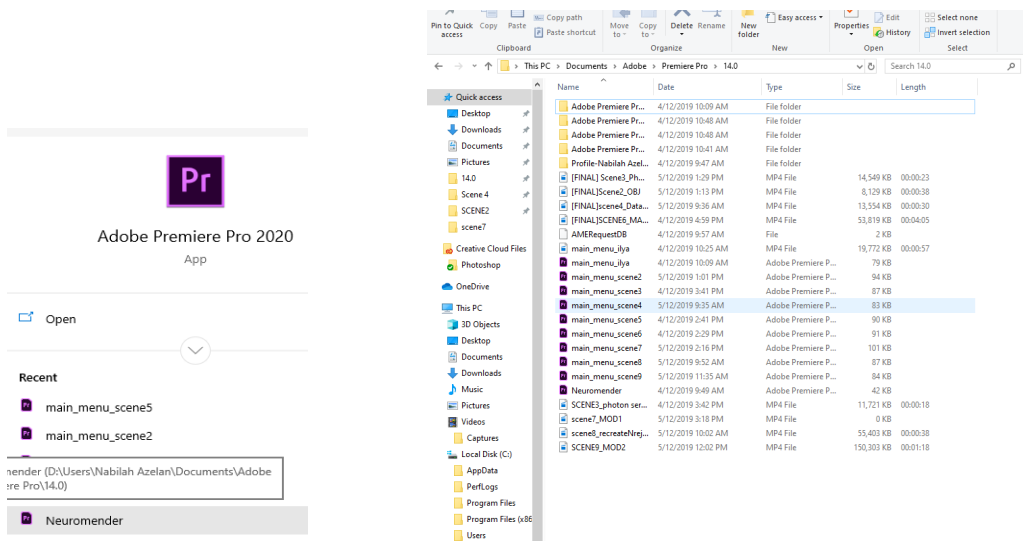
### **Objective(s) of the activities :**

- Editing the video

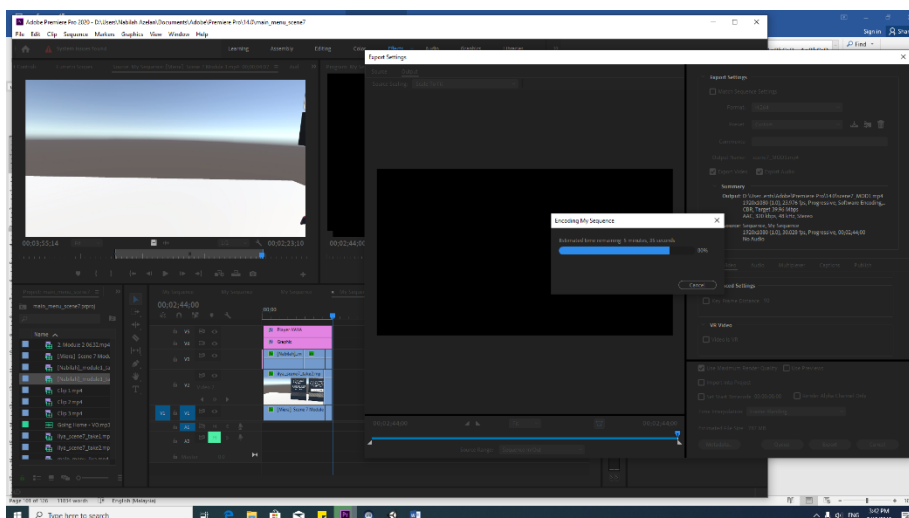
### **Contents :**

The video consists of 10 scenes start with the introduction and ends with conclusion.

I used Adobe Premiere Pro to edit the video.



The picture below shows that the video is rendering and exporting into mpu4 player.



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

- Demonstrate the project to Mr Shri Rai
- Documented and labeled documents

**Contents :**

We demonstrated the project to Mr Shri Rai for the last time. He gave us a few feedback regarding the multiplayer. He also mentioned that we need to put all the problems or challenges that we faced for the multiplayer in the documentation along with the possible solution.

Then, I also labelled all the applications and documentation in the sticky note as mentioned by Dr Fairuz and Mr Shri Rai. I did send those documents to Mr Shri Rai and Dr Fairuz via email and through GitHub