

**STUDENT INDUSTRIAL INTERNSHIP PROGRAMME LOGBOOK**

**Student Name: Nur Nabilah Bt Nor Azelan**

**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: 5-6**

|  |  |  |
| --- | --- | --- |
| **WEEK NO** | **DATE** | **BRIEF DESCRIPTION OF DAILY ACTIVITIES** |
| **5** | **30/09/2019** | * Fix keyboard on Virtual Reality environment |
| **01/10/2019** | * meeting about project progress * tracking back problems of buttons |
| **02/10/2019** | * tracking back problems of buttons |
| **03/10/2019** | * tracking back problems of buttons |
| **04/10/2019** | * tracking back problems of buttons |
| **6** | **07/10/2019** | * tracking back problems of buttons |
| **08/10/2019** | * tracking back problems of buttons |
| **09/10/2019** | * tracking back problems of buttons |
| **10/10/2019** | * tracking back problems of buttons |
| **11/10/2019** | * Fixing the caret position and Backspace button * Student Industrial Project (SIP) description |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 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: 5**

|  |
| --- |
| **Objective(s) of the activities :**   * **Fix keyboard on Virtual Reality environment** |
| **Contents :**  As mentioned before, the keyboard in Virtual Reality environment was still unable to be clicked although the same setting as button has been applied to the keyboard setting. I tried to use the keyboard imported from asset store and looked up for the script on how to setup the keyboard. Different keyboard has different setting, for example, if the keyboard is used for Google VR, the setting would be meant for eye gazing to click button. To add in, when using VIVE, we need to include script that will activate the controller of vive. I tried the keyboard with vive setting but it still not working. it is because the script included the oculus controller where we need to have the oculus setting in. At last, I make each keyboard using button and code using simple function, the setting of the keyboard was set the same as other button. Finally the button can be clicked using vive controller.  Challenges I was facing along the way were:   * While setting up the button, most script are located at camera rig to enable button to be clicked using pointer. Problem arises when another button would be affected after the script is located in different game object. Therefore the biggest challenge was to track back the position to enable the button to be clicked. * After position is changed, the connection to server also becomes a problem. And, the scene after create room was not loaded as some of the reference is mentioned in consoled not included although it is included. |
|  |

**DETAIL REPORT WEEK NO: 5**

|  |
| --- |
| **Objective(s) of the activities :**   * **meeting about project progress** * **tracking back problems of buttons** |
| **Contents :**  Firstly, so far the project progress for module 3 were :   * Each player can see each other, however two player cannot interact with each other, for example, when they tried to touch each other controller, all component in the environment goes shimmering and sometimes fly away. Possible problem for situation was the connection problem. The server was connecting to Wi-Fi while other PC that runs the Unity was using WLAN. After server connection was changed to WLAN, the multiplayer seems to have a stable connection. * Things that need to be improved with module 3 are:   + The snapping points; the snapping point was moving along with the object after object is snapped.   + Instruction UI need to be cleared and visible at all time   + enable teleport for users   As for my part, I am still tracking the problem with button. the problem was the *'Create Room'* button unable to load another scene and panel although the prerequisite was fulfilled. The connection has been established and the name for the room has been given. In console, the room has been created and it should load the other panel to allow user to choose and enter modules. However, it mentioned that the object reference is null I tried to revert all settings and it works well, potential problem maybe because of the camera rig setting and scripts. |
|  |

**DETAIL REPORT WEEK NO: 5**

|  |
| --- |
| **Objective(s) of the activities :**   * **tracking back problems of buttons** |
| **Contents :**   |  |  | | --- | --- | | Dates | Content | | 02/09/2019 | * As I tracking the problem with the button, some settings were changed and disable the OnJoinLobby() connection. Problem detected when I tried to run the project the connection was not connected because it does not load the next scene. when I check the coding, there was a function called OnConnected() which used to establish connection when the scene is run. This function runs perfectly, connecting to server before and no problem detected in the console tab. the problem occurs after I changed some settings. The coding was fixed, I changed the OnConnected() function to OnConnectedToServer() function. The connection was enabled after the function was added. * Challenge I was facing along the way was the button still unable to be clicked using VR controller when running. whereas, problem with connection to server has been fixed | | 03/10/2019 | * Challenge I was facing along the way were:   + When running without VR controller, button was unable to be clicked and it so the function. To keep track the problem, I did go through line by line of coding. In the coding, there was a function that overrides other function. When using VR controller, in the function where controller is clicked, it will call another function but unable to call override function after that.   + It becomes a problem when the overridden function cannot be called inside the Controller Clicked function.   + There is no solution until now on how to replace the override function or change any setting to enable the button to be clicked using VR controller. | | 04/09/2019 | * Challenges I was facing along the way were:   + I am still trying to go through the coding and fix the arrangement of line in the coding but it still does not work.   + I trace back the tutorial that I followed in order to make the laser pointer work with other button. In the tutorial, it is mentioned that we need to have the laser pointer script once onto the scene since the laser pointer script is scene-wide handler. But it still working when I did use it to attach at two game objects in the scene.   + I still do not understand because I did the same setting for other buttons in other scene, keyboard also works well. Only “Create Room” button was unable to be clicked using VR controller. Solution for this problem still in progress. | |
|  |

**DETAIL REPORT WEEK NO: 6**

|  |
| --- |
| **Objective(s) of the activities :**   * **tracking back problems of buttons** |
| **Contents :**  I still in the same problem of fixing buttons in Front Interface scenes. Problems detected in the scenes are:   * “Create Room” button still cannot be clicked. Alternative way tried was creating new button of same name. After same setting applied to new button, button now able to be clicked without any problem occurred. * The flow of the Front Interface Scenes is after clicking the “Create Room” button; new panel should be loaded showing list of players before entering the room. However there was some problem with connection, the error shows that the creation room was failed because user was in master room. User must be in client room to be able to create a room. Figure below shows the error detected in the console. * Connection was checked including server settings. All settings not changed. After some alteration made to the arrangement of game objects and coding, panel finally can be clicked but at console same error which is "room not created" still appear. Means the room was not created actually.   The problem was still in progress, as we enter the room that have list of players another problems arises where the "leave room" and "choose module" buttons cannot be clicked |
|  |

**DETAIL REPORT WEEK NO: 6**

|  |
| --- |
| **Objective(s) of the activities :**   * **tracking back problems of buttons** |
| **Contents :**  Connection is now finally connecting successfully and room are now able to create after some alteration being made to code. For example, some code in Photon Network line were changed from "PhotonNetwork.JoinOrCreateRoom()" to "PhotonNetwork.CreateRoom()". But, sometimes it does not working although in console the room mentioned have created room successfully.  Canvas loaded also detected as a problem when the panel sometimes cannot be loaded. In console it is mentioned that some game object is not set to reference. I checked all game objects related to the error, after it is fixed the error was still there. Problem detected after the script was actually redundant in some game objects. The scene working well after fixing the problem.  All the scenes were actually successfully built when we use mouse to get input. However the procedure gets complicated as we need to run it in Virtual Reality ( VR ) Environment, because some setting such as clicking button using controller and canvas views must be changed to Virtual Reality ( VR ) mode. After some changed are made, setting also changed causing some errors.  Challenges I was facing along the way were:   * After panel displaying list of players loaded, "Leave Room" and "Choose Modules" buttons cannot be clicked using controller. It is the same error as "Create Room" button, where the controller does not detect the button and scene cannot be loaded after that. This panel can only be loaded when user created the room, but user who wanted to join a room cannot click the room displayed. * As for the problem in the player listing panel, new button also created to test the same function but it is still not working. There is no solution for the problem yet. We are trying looking at the room listing prefab to figure out how to enable it to be clicked using VR controller * Also, there are some problems with the listing room prefab. Problem identified was the prefab was set detect pointer of HTC controller, but it is actually running smoothly when running using HTC VIVE |
|  |

**DETAIL REPORT WEEK NO: 6**

|  |
| --- |
| **Objective(s) of the activities :**   * **tracking back problems of buttons** |
| **Contents :**  As an alternative to fix the problem, I tried to change the scroll view and instantiate the room button without the scroll view. The problem here was the room button appeared in the scroll view was unable to be clicked using VR controller. When a room created, the room name will appear in the scroll view and user should be able to click the room name and directed to the room to choose modules. However, it is working well while using mouse to click it. Figure below shows the scroll viewer where the “Room Name” button should be instantiated.    Figure 16 Instantiation of Room  I replace the scroll view with panel to get the transform value and allow the button to instantiate at place. But when the "Room Name" button instantiated, it appear not in place and when other "room name" button instantiated at the same time, the button appears on top of other button. Therefore, I decided to undo the scroll view and let it instantiate at place because the scroll view has its own transform value where it will instantiate game object at place. |
|  |

**DETAIL REPORT WEEK NO: 6**

|  |
| --- |
| **Objective(s) of the activities :**   * **tracking back problems of buttons** |
| **Contents :**  I changed the way to enter the room. Instead of clicking the room name displayed on the scroll view and directed to the room to choose modules, user need to enter the room “JoinRoom” input field and click join room button.  Problem detected when the keyboard displayed in the scene only functioning to only one input field although the “if else” statement has been added to detect separate input field. The idea was to key-in the input from the keyboard to specific input field.  At first I tried to key in the keyboard input into the selected input field by using if else statement. For example if the JoinRoomInput.text was selected the letter function will be called and inserted into the input field. But the statement does not be executed but it printed the letters in other way which is printed on both input fields.  After several trials one of my teammates fix the input field by detecting the input field first and then separating the functions of all letters in keyboard and now all buttons in the Front Interface has been fixed and able to be clicked using VR controller. |
|  |

**DETAIL REPORT WEEK NO: 6**

|  |
| --- |
| **Objective(s) of the activities :**   * **Fixing the caret position and Backspace button** * **Student Industrial Project (SIP) description** |
| **Contents :**  As we proceed, we detected that the caret position in the Input Field was not updated when alphabets were inserted and that leads to the problem where Backspace button was not functioning. Solution for the problem found when we changed some coding in the Keyboard script. The Backspace button also fixed with some alteration made in Keyboard script.  Next, we requested to have explanation from our supervisor about out Student Internship Project (SIP). We were explained about the project, the descriptions are as follow:   * Under Project Neuromender before, all modules are in single user. Now, the project is meant to be in multi-user where the modules that we are developing now also parts of modules that includes in the project. * Along with other students in Murdoch University, we are also developing the same modules. * In the project as mentioned before, we will developing two parts which are Core Technology that consists of server and integrated modules. |
|  |