

**STUDENT INDUSTRIAL INTERNSHIP PROGRAMME LOGBOOK**

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**Matric No: 24657**

**Programme: Information System (IS)**

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

**Period of Training: 7 months**

**Project Title: Neuromander and Stroke Rehabilitation System**

**SIP LOGBOOK REPORT**

**LOG BOOK WEEK NO: 7-8**

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| **WEEK NO** | **DATE** | **BRIEF DESCRIPTION OF DAILY ACTIVITIES** |
| **7** | **14/10/2019** | * **To do rotation on the object snapping.** |
| **15/10/2019** | * **To join a meeting with supervisors.** * **To continue fix the table plane.** |
| **16/10/2019** | * **To do rotation on the object snapping.** |
| **17/10/2019** | * **To do rotation on the object snapping.** |
| **18/10/2019** | * **To do rotation on the object snapping.** |
| **8** | **21/10/2019** | * **To do rotation on the object snapping.** |
| **22/10/2019** | * **Meeting with supervisors.** |
| **23/10/2019** | * **To draft on the project documentation.** * **Install Xampp in every PC.** |
| **24/10/2019** | * **To start with project documentation.** * **To continue with database.** |
| **25/10/2019** | * **To continue with project documentation.** * **To learn on how to integrate Windows Mixed Reality (WMR) headset with the modules.** |

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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: 7**

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| **Objective(s) of the activities :**   * **To do rotation on the object snapping.** |
| **Contents :**  **Monday (14th October 2019)**   * **I have learnt the differences between Euler Angles and Quaternions in Unity.** * **Euler Angles represents rotation around X, Y and Z axis in degrees.** * **For example, (90, 0, and 0): object is rotated around X-axis by 90 degrees.** * **More simple and easy to understand but suffers from Gimbal Lock problem which prevents and representing rotation under some circumstances.** * **Quaternions represents rotation of a game object using four numbers X, Y, Z and W.** * **For example, (0.707, 0, and 0.707): Object is rotated around X-axis by 90 degrees.** * **Do not suffer from Gimbal Lock problem.** * **I have created a rotation script and I have dragged the script into Table plane, snap zone and Table legs game object.** * **The reason I dragged the rotation script into the game object is to rotate the table plane after the table legs have been snapped into its snap zone. This is to avoid the table plane to fly away after snapping as it’s already has its own rotation position.** |
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**DETAIL REPORT WEEK NO: 7**

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| **Objective(s) of the activities :**   * **To join a meeting with supervisors.** * **To continue fix the table plane.** |
| **Contents :**  **Tuesday (15th October 2019)**   1. **I have tried to do rotation on the Game Object by fixing its position.** 2. **I used transform.Rotate – this rotates the object without modifying its position.** 3. **After making the Rotation script, I dragged the rotation script into the table plane, snap zone and table legs game object.** 4. **Result: The table plane will still flying away when the player tried to rotate it after snapping the table legs to its snapping zone.** 5. **Suggestion: Try to put the rotation script only in the parent object which is table plane.** 6. **I removed the rotation script in the child objects (table legs and the snap zones).** 7. **Result: The table plane will still flying away but this time, its flying with the table legs already in appropriate position.** |
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**DETAIL REPORT WEEK NO: 7**

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| **Objective(s) of the activities :**   * **To continue fix the object snapping in Module 3** |
| **Contents :**  **Wednesday (16th October 2019)**   1. **I have edited the Rotation Script by allowing the object to rotate only on the Z-Axis.** 2. **My coding is:**   **float rotSpeed = 60.0f;**  **void Update ()**  **{**  **Transform. Rotate (0,rotSpeed\*Time.deltaTime, 0, Space.World); }**   1. **Result: The table plane keeps moving 360 degree every time and the centre of the table is in its fixed position.** |
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**DETAIL REPORT WEEK NO: 7**

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| **Objective(s) of the activities :**   * **To continue fix the object snapping in Module 3** |
| **Contents :**  **Thursday (17th October 2019)**   1. **I have updated the Rotation Script because the previous script doesn’t work.** 2. **I set fixed rotation position of object in world space but only Z axis.** 3. **Result: the table does not flying away to space anymore. However, after rotating the table plane, it will stay in 90 degrees.** 4. float startingRotationZ; 5. // float speed = 50.0f; 6. void Start() 7. { 8. startingRotationZ = transform.rotation.z; 9. } 10. void Update() { 11. transform.rotation = new Quaternion(transform.rotation.x, transform.rotation.y, startingRotationZ, transform.rotation.w); |
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**DETAIL REPORT WEEK NO: 7**

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| **Objective(s) of the activities :**   * **To continue fix the object snapping in Module 3** |
| **Contents :**  **Friday (18th October 2019)**   * **How can I join two objects (both rigid body) together because the floor and the snap zones have rigid bodies so both cannot be touched and the table will fly away after the player to put the tables down** * **Suggestion: You should use a fixed joint to connect the two. Select one of the rigid bodies. Then, under Add Component\Physics, add a fixed joint. Drag the other object onto the Connected Rigid body slot, and you should be set to go.** * **Result: The table will fly away after touching the floor and it will attached to the instruction block as the instruction block doesn’t has rigid body.** |
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**DETAIL REPORT WEEK NO: 8**

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| **Objective(s) of the activities :**   * **To continue fix the object snapping and rotation in Module 3.** |
| **Contents :**  **Monday ( 21st October 2019)**     * **I put the pink plane to the floor.** * **The function of the plane is to put the rotate table so that it will not fly away after putting it on the floor.** * **As I have stated before, the table will fly away when I put it on the table because the table and the floor has isKinematic rigid body so it cannot attach together.** * **As an alternative, I created the plane game object that has no rigid body to try whether the table can be put in appropriate position after rotating.** * **Result: The table still fly away but in appropriate position (the table leg is down position).** |
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**DETAIL REPORT WEEK NO: 8**

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| **Objective(s) of the activities :**   * **Meeting with supervisor** |
| **Contents :**  **Tuesday (22nd October 2019)**   * **We update the progress of our project by demonstrate to them.** * **After demonstrating the modules, there were some improvisations needed:**  1. **To fix the jittering problems in the grab and pick module.** 2. **In Module 1 (Grab and Pick scene), we need to fix the grab position. User should be able to grab the cubes from any position of the cube.** 3. **Resize the login scene, make it smaller.** 4. **Change the scroll view into label.** 5. **Add the database into the project.**  * **For the jittering problem, we have asked one of the students, Manu for asking a solution. He was using PhotonView and transferOwnership, where we were also used in our coding.** * **We also need to try more users by adding 3-4 players to test the connection and multi-users to check the syncing among the players.** * **We decided to use Windows Mixed Reality (WMR) to add players.** * **We also required to do Documentation for our project.** |
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**DETAIL REPORT WEEK NO: 8**

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| **Objective(s) of the activities :**   * **To do project documentation** * **To install XAMPP in PC.** |
| **Contents :**  **Wednesday (23rd October 2018)**   * **We delegated our tasks in doing the documentation.** * **For my part, I was in charged to do documentation for Module 2 and the documentation about on how to single-user to multi-user games.** * **Installing the Xampp in PC to connect the project with the database.** * **As I installed the Xampp, I created my user name to get the privilege** * **We have installed Xampp in every PC. However, the connection still not established. The error stated that:**   **1) Error encoding UTF-8 shows that there is no database accessed at that time to retrieve or sending data.**  **2) Hot control error occurred.** |
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**DETAIL REPORT WEEK NO: 8**

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| **Objective(s) of the activities :**   * **To continue with project Documentation.** * **To continue with the database.** |
| **Contents :**  **Thursday (24th October 2019)**   * **I provided the steps on how to do single-user in Unity.** * **The steps are:** * **1) Import Steam VR in Unity**   **2) Drag the Camera Rig prefab to hierarchy.**  **3) Drag the Steam VR Behavior Pose script.**   * **I also have provided the important components to do multi-user in Unity.** * **For the database, there were some changes that we have done to the database script, which are:**  1. **Change the IP address of coding from accessing "localhost" to IP address of the main PC. However, error still happened where it stated that "host is not allowed to access error". It means that the database user must have permission to connect from IP "xxx.xxx.x.xxxx".**  * **Suggested solution:** * **1) Enable the firewall in every PC.** * **2) Ping connection in every PC.** * **Result: PC 03 and PC 04 can be connected.** * **3) To give privileged to other PCs to enable the access of the database.** |
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**DETAIL REPORT WEEK NO: 8**

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| **Objective(s) of the activities :**   * **To continue with project documentation.** * **To learn on how to integrate Windows Mixed Reality (WMR) headset with the modules.** |
| **Contents :**  **Friday (25th October 2019)**   * **I continued with the project documentation where I have provided the guide line and steps on how to do the Module 1 (Grab and Pick scene) and Module 2 (Object snapping).** * **I also learned on how to integrate the module with Window Mixed Reality (WMR) to add players in the scene.** |
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