

**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: 9-10**

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| **WEEK NO** | **DATE** | **BRIEF DESCRIPTION OF DAILY ACTIVITIES** |
| **9** | **28/10/2019** | * **To do Project Documentation.** * **To fix the database access.** |
| **29/10/2019** | * **To do Project Documentation** |
| **30/10/2019** | * **To do Project Documentation** |
| **31/10/2019** | * **To do Project Documentation** * **To fix the database access** |
| **1/11/2019** | * **To do Project Documentation** |
| **10** | **04/11/2019** | * **To attend a conference** |
| **05/11/2019** | * **To do Project Documentation** |
| **06/11/2019** | * **To do Project Documentation** |
| **07/11/2019** | * **To do Project Documentation** |
| **08/11/2019** | * **To do Project Documentation** |

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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: 9**

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| **Objective(s) of the activities :**   * **To do Project Documentation.** * **To fix the database access.** |
| **Contents :**   * Since the project was almost done, I have started with the Project Documentation. * The documentation has been divided into 2 parts:   i. Core technology ii. Modules integration   * After that, we were fixing database access to make it connect to the server.     *Figure above shows Command Prompt.*   * *Result: PC 01 = 192.168.0.103 -> Can connect to the server.*   *PC 02 = 192.168.0.106 -> Cannot connect to the server.*   * To connect my PC with the server, I need to update my IP address by using the server IP address : **192.168.0.101** |
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**DETAIL REPORT WEEK NO: 9**

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| **Objective(s) of the activities :**   * **To fix the database access.** |
| **Contents :**           * Picture above shows the console in Unity after the player log into the modules and the data was sent to the server. * In order to have the access : * The other PC that wanted to access the database should create a user database account, then login into myphpadmin database page using username and password created. * After login, main server that initiates the database should grant privilege to the other PC with username created with IP address of the particular computer. The syntax for granting privelege is :   *GRANT ALL PRIVILEGE ON database\_name.table\_name TO ‘username’@’IP address’;*  *FLUSH PRIVILEGE;*   * after granting privilege, computer granted with access to database need to change server name and username in $con syntax |
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**DETAIL REPORT WEEK NO: 9**

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| **Objective(s) of the activities :**   * **To continue with Project Documentation** |
| **Contents :**   * First, I explained on how to make single-user player and multi-user players in Unity. * The steps to make a single-user player was quiet simple. In this documentation, I was highlighted more on how to make multi-user players. * The main components to make multi-user players are: * To have multiplayer environment, component that needs to be attached in Camera Rig prefab:   1. Photon view   2. Photon Transform View.   3. Remote Procedure Control (RPC)   4. MyPlayer script      1. Contain script and object for local player and differentiate players      2. Update local and other player movement      3. Uses IPUNObservable interface to sync data between all networked instances of PhotonView.      4. Apply OnPhotonSerializeView method to send and receive data of users.     *Figure above shows the important coding for OnPhotonSerializeView* |
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**DETAIL REPORT WEEK NO: 9**

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| **Objective(s) of the activities :**   * **To continue with Project Documentation** |
| **Contents :**   * 1. Manager Script      1. To instantiate Camera Rig (Player) 🡪 using ***PhotonNetwork.Instantiate*** code * **After finishing the multi-user players’ documentation, I continued with Modules Integration documentation. (Module 1: Grab and Pick Module; Module 2: IKEA Assemble Furniture Module).** * **GRABBING CUBES MODULE:**  1. This module allow multiplayer user to :    1. Grab cubes using controller (Hand)    2. Throw cubes using controller (Hand)    3. Pass objects between controller (Hand) |
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**DETAIL REPORT WEEK NO: 9**

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| **Objective(s) of the activities :**   * **To do Project Documentation** |
| **Contents :**   * **IKEA ASSEMBLE FURNITURE MODULE:**  1. This module allows multiplayer user to:    1. Snap the table legs into its snap zone (Hand)    2. Rotate the table after snapping (Hand) 2. To understand the concept of object snapping, we tried to follow the tutorial video on YouTube named Socket Inventory System for SteamVR. After that, we implemented the concept to the module.  * YouTube Channel link: <https://www.youtube.com/watch?v=bnOrzF25AnM&t=495s>  1. Scripts needed in the scenes are:    1. Interactable Script:       1. For Interaction object with controller.    2. Socket Script:       1. Function: To do the process of snapping.       2. Take the cube and put it in its snap zones.    3. Slot Script ( Script for snapping zones):       1. Integrate with Interactable script, execute action of controller.       2. Ask controller what to do with the functions required onto object.       3. To fill the snap zones with the cube.    4. Static Script:       1. Function: This script will be not attach to the object in the module. However, it is using to make the snapping zone process work well.    5. Moveable Script:       1. Function: This script will be not attach to the object in the module. However, it is using to make the snapping zone process work well.  * I also listed down the important coding in every function so that the reader can understand. |
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**DETAIL REPORT WEEK NO: 10**

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| **Objective(s) of the activities :**   * **To attend a conference in Robertson Lecture Theater.** |
| **Contents :**   * We were attended a conference in Robertson Lecture Theater. * The conference was about the presentation for the Final Year Project of the final year students. * We were learned many new things about technology from the conference and we also learned how to do a formal and proper presentation from the conference. |
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**DETAIL REPORT WEEK NO: 10**

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| **Objective(s) of the activities :**   * **To do Project Documentation** |
| **Contents :**   * I have done the documentation for the Leave Room Button part. * I explained the important components that need to be put in Leave Room Button. * In order to click the Leave Room Button, we created the Ray Cast, a laser pointer.   *Picture above shows the important components to be added in the Leave Room Button*  Create an empty game object.   * + - * + Steam VR\_Laser Pointer script : To create the ray cast         + UI Button Script: To activate and deactivate the laser pointer         + Steam VR\_Behaviour\_Pose script (uncheck the script so that it will only when the left hand touchpad is pressed.         + Photon View script         + Photon Transform View Script For multi-player purposes         + Ownership transfer Script |
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**DETAIL REPORT WEEK NO: 10**

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| **Objective(s) of the activities :**   * **To continue with Project Documentation** |
| **Contents :**   * I continued with the Teleportation part for the documentation. * Before proceed with the documentation, Ilya Khalijah**,** one of the team members explained to me about the teleportation as I am not in charged in teleportation part in this project. * In order to do the teleportation,  1. Create the teleportation script. 2. Steam\_VR\_Behaviour Pose is used to control the direction of the teleporting. 3. Instead of using Camera Rig, we used public transform Camera Testing and dragged the Camera Rig into the Camera Testing game object.     M\_Pointer that has been declared in the picture above is the arrow for teleporting.   * Set the M\_Pointer false so that the pointer will only enable when the touchpad is pressed by the player.     The coding above explained that when the pointer is pointing at the position, the player will move to that position. |
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**DETAIL REPORT WEEK NO: 10**

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| **Objective(s) of the activities :**   * **To continue with Project Documentation** |
| Contents :   * Drag the arrow to the Pointer function in the Hand Script.      * The coding above is to keep update the position of teleport * SetActive means that the pointer is in the new position of the teleportation. * For the teleportation action:   + - * + *GetLastStateUp* means that, if the player wants to teleport, use the right hand controller touchpad and *m\_Pose.inputSource* means that controller is the main tool for teleporting. |
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**DETAIL REPORT WEEK NO: 10**

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| **Objective(s) of the activities :**   * **To continue with Project Documentation** * **To start doing the Student Industrial Project Report** |
| **Contents :**     * The coding above is to check the valid position for teleporting. |
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