**TODO**

Bugfixes

* See how to setup Unity editor to use degrees for angles.
* Fix avatar default head rotation: Rotate around Y with 180 degrees.
* Multiplayer network modes: Fix avatar being spawned for local client.
* Multiplayer network modes: Fix avatars for clients to be of the type defined by the client.
* Implement DisconnectClientCommand.
* Implement ServerDisconnectCommand.
* Implement optimalisation for communication between Server and Client on the server host: do not use network to communicate with the local client. 🡪 Implement IClientConnection interface with concrete implementations RemoteClientConnection and LocalClientConnection?
* **IF possible:** Fix the necessity in the server to Binary-parse-to command all messages before propagating them (🡪 Implement concept of messageType ClientOnly/CLientServer/ServerOnly?)
* Fix avatar positioning: 1) Also send hand positions. 2) Rename ‘position’ and ‘rotation’ to ‘headposition’ and ‘heatRotation’ 3) Use head position and rotation to update head location 4) Offset avatar body from head position by Y -0.8.
* Implement UI interactions in HUD menu using pickray.
* Show preview of chosen avatar in Network menu.
* Network menu: Implement sending a SetClientAvatar upon selecting avatar.
* Network menu: Implement transitioning between NetworkModes during an application session. 1) Implement broadcasting a DisconnectServerCommand upon transitioning from network mode Server. 2) Implement initialization and connection of Client when transitioning to network mode Client. 1) Implement broadcasting a DisconnectClientCommand upon transitioning from network mode Client.
* Project KS046:
* Model
* L0 Technische ruimte: Add: boiler, ketel
* L1 Slaapkamer 2: Add: Buro stoel.
* L1 Slaapkamer 1, 3: Add: Nachttafeltje
* Add eetkamer and leefruimte lamp plafond
* Fix positie L1 bed 2
* Fix groef terras achter, en grasplooi rechtsachter.
* POI
* L1 WC: in muur?
* Only show button mapping ui when controller height is below certain treshold irt center eye anchor.
* ImmersionModeWalkthrough: show Boundary while translating
* Fix FadeOut/FadeIn: Add to separate (render)layer ‘FadeLayer’. Fade layer should be rendered as last, without Z-testing.(flickers + depth-clipping) -> moved back from viewer a bit
* Prevent awkward teleportations: When teleporting, make sure the user ends up in the POI (IE offset trackingspace, so that not center of tracking space is == POI, but location of head.) this will prevent the sporadic ‘awkward teleporting’, eg when after a teleport, the user ends up on top of a stair, inside a wall, outside the gevel in thin air, etc…)
* ImmersionModeWalkthrough: Implement exclusive lock between rotateTrackingSpace() and MoveUpDown()
* Performance improvement:
* Implement LayerConnection concept, and anly show LayerConnections when necessary.
* Implement hiding furniture in layers above/below center eye anchor.

Design Defects

* Improve code related to controllerstate and ButtonMappingUI, in order to mitigate code verbosity/duplication.
* Implement ButtonState concept (Default/Down/Pressed/Up)
* Implement ‘Command’ class?
* CommandResetViewerLocation (click r thumbstick)
* CommandTranslateModel
* CommandRotateModel
* CommandResetModelLocation (click l thumbstick)

Features

Buddy space

* Implement application stat 'budy space definition'
* Show camera feed
* Show Pickray
* Let user define 'shared buddy reference system':
* pick 3 points/markers (on ground level plane?) in different corners of the play area using pick ray
* Implement connecting to buddies using TCP-IP
* Implement broadcasting position (irt buddy shared reference system) to buddies.
* Implement avatar te represent users
* Implement drawing buddies on their current location using avatar.

Doors

* Implement Model Doors management, implement gathering doors from model.
* Implement picking doors to open/close them

Building lights

* Implement toggling building lights on/off

Environment

* Implement setting sun position: hour-of-day , sun azimuth
* Implement setting animation speed for time (sun position)
* Implement weather system
* (Fog, clouds, rain, snow...)
* Implement setting weather

Update documentation

* How to prepare a sketchup model for ArchiVR
* How to initialize an ArchiVR project
* Import SKP file as asset.
* Make sure a folder with the needed textures is present nevt to the model asset. Note: This is necessary for now because of a bug in Unity SKP imprter, that fails to find the textures embedded in the SKP file itself.
* Newly imported SKP model asset:
* Disable 'Generate Back Faces'
* Enable 'Generate Lightmapping UVs'
* Set static flag to 'Contribute GI' where necessary (entire model except 'bovenkant muur' objects)
* Add box/mesh colliders to use for maquette-mode layer picking.

Furniture

* Implement option to toggle global furniture visibility.
* Implement a way to toggle visibility of furniture by picking?
* --> How to unhide???
* Implement custom(prettier) skyboxes

Vegetation

* Compose a vegetation model collection
* trees
* hedges
* bushes
* grass textures
* Implement dynamic vegetation
* Implement option to make static (if needed for performance reasons).

GFX settings

* Implement a menu to display and edit GFX settings
* Quality
* Reflection ?
* Ambient occlusion ?
* ... ?

Edit Mode

In Edit mode, user can edit the active project

* POI: create, edit, delete
* Furniture: create, edit, delete
* ...?

Will we even do this? Not usefull without making editable stuff transferable between builds which requires additional development… Only do when we have a workflow that needs it! For the time being, all project editing will be don in Unity editor, which suffices for now.

DONE

* Implement OVR driven input.
* Implemented Unity Input (buttons and kb).
* Fix texture load from SKP files. (No spaces in texture names allowed, material name must == texture name.)
* Implement loading projects from separate scenes asynchronously
* Implement aplication states:
* Default: While previewing the active project. Input is active. Model is visible
* Teleporting: While teleporting to another Project and / or POI. All input is blocked (in order to prevent requests to activate Project or POI),....
* First fade out
* Then show title of new project while async loading it
* Then fade in again
* Implement immersion modes: Walkthrough and Maquette
* Set menuMode default to ‘None’
* Fine-tune size and font for Controller-anchored menus.
* Walkthrough mode: Implement showing the name of active POI in RIght COntroller Menu.
* Implement showing projec name in Left controller Menu
* Implement fading (out, in) transition when teleporting (improves user confort).
* Implement pickray.
* Maquette Mode: Implement hiding model layers using picking.
* Unhide all model layers when exiting immersion mode ‘Maquette’
* Editor mode: Implement showing keys next to button action label
* Implement PickRay class
* Generate some bumpmap gevelsteen textures from DAAS, and add them to resources repo.
* Maquette immersion mode: Implement exclusive rotate/translate locking mechanism: While rotating, no translation can be performed and vice-versa.
* ButtomMappingUI: Implement deadzone for thumbsticks.
* Implement dynamic pickray color:
* If no hit: Use textured cylinder with fading out (fully opaque -> fully transparent) uniform white color
* If hit: Change to red color.
* Implement getting build datetimestamp for composing build version number automatically.
* Fix HUD menu not working
* ImmersionModeWalkthrough: Implement a way to align model with tracking space:
* LT left and right: rotate model around center eye position.
* RT up, down, left and right: translate model (relative to viewer)
* Make PickRay prefab
* Instantiate PickRay prefab under both hands as R PickRay and L PickRay
* Disable L pickray, use R pickray only
* ImmersionModeMauette: Use R index trigger to toggle model layer visibility.
* Implement FPS counter HUD control (Simple text to bottom of view.)
* Performance improvement: Enable backface culling on model (set sketchup import setting)
* Implement GFX debug mode with HUD UI. (show gfx quality +fps)
* Generated alfa maps for wall and floor tiles, and use them in unity.
* Fixed lighting issues: updated HOWTO.
* ImmersionModeMaquette: Make model rotate around ModelANchor possition(center of the building), if present.
* Server/Client: Implemented sending arbitrary .net objects by wrapping them in a Message.
* Implemented CommandTeleport
* Implemented CommandSetImmersionMode
* Implemented HUD menus as separate Panels with custom behaviors.