

ATOS Exo-Game Gamification Team

Members: ZAC LUONG, ARJUN KHURANA, JUSTIN KIM

Date: 12th October

The first week of the project consisted of general meetings within the team members as well as with the client. We obtained greater details about the project from the client via a meeting. We discovered that the project is based around the development of an API, which would then be used for mobile applications. In addition we realised some further study must be done into APIs before we can produce a list of requirements list for the client.

Meeting 1:

Our team met each other to introduce ourselves. We discussed our strengths and past programming experiences. In addition we received a general outline of the project by Dr. Yun Fu. Furthermore, we contacted the client to request for more details about the project as well as to arrange a meeting.

Meeting 2:

We had our first client meeting. During the meeting we discussed the project brief in more detail. Including, some of the key requirements of the project, such as building an API which could then be used for a mobile application. The client introduced us to some tools for managing our project, namely Wiki and JIRA.

Meeting 3:

We met with ourselves again to discuss the potential issues which might arise during the project development stages. Furthermore, we decided on ways through which we could tackle these issues. Finally we decided to carry out additional research into the project brief and get familiar with the tools provided by the client.

Tasks completed:

- Organised a team meeting to introduce the team members.
- Discussed strengths and experiences within the team.
- Met with the client and discussed the project brief.
- Carried out some research on similar products.
-

Although somewhat more research could've been carried out during the period, the project is running on time, as we have a basic idea of the project brief as well as some of its requirements.

Problems that need resolving:

- Learning how to make an API.
- Mapping advertisement boards.
- Breaking the project into sub-projects and determining the requirements which are feasible.

Plan for the next two weeks:

- Carry out further, more extensive research on the project and any existing technologies based around the project.
- Produce some ideas on gathering information via a smart phone.

- Carry out research on creating API's and how they can be implemented onto a mobile app.
- Get familiar with Wiki and JIRA.

ZAC LUONG:

As the team leader I kept a continuous communication maintained with the client, requesting for additional information as necessary. In addition, after the meeting with the client I decided the team needs to get familiar with the tools provided by the client. In addition I carried out research on the project brief, looking at the different aspects required.

ARJUN KHURANA:

Carried out research on Niantic's existing products similar to the project brief, i.e. Ingress and Pokémon Go. In addition, I looked at basic techniques at how to create an API. Aside from the API I looked at how web servers might be used when implementing the API for a mobile app.

JUSTIN KIM:

I carried out research on programming logic for APIs. Also, I researched the technical aspects of similar products, mainly Pokémon Go. Although the project has just started an extensive amount of research will need to be carried out in order to determine the feasibility of the multiple aspects of the project.