ATOS ExoGame Gamification Team Bi-Weekly Report
Members: Zac Luong, Arjun Khurana, Justin Kim Date: 27th January

The past few weeks our team has been working on practising the technologies we decided to use for the development of the project. This includes making demos and practising tutorials. In addition we had created a video demonstrating the key aspects of the project along with our development. Finally, we have started working on the individual subsections of the project.

Meeting 1:
We met with ourselves to discuss the progress we've made with the project. Additionally we planned the next steps. We started discussing the design of the PoC. In particular which interactions to include and how to make them interesting. We came up with a few suggestions, such as measuring the time taken for users to visit all nodes (advertisements).

Meeting 2:
We met with ourselves and finalised the design structure of the game which will be integrated with the PoC and used for user interactions. We decided to use a VR game (developed using Unity) with an interaction. The user will then be able to gain points from these interactions; which will then allow users to get rewards.

Meeting 3:
On the 18th January we had a meeting with the TA, during our lab session which lasted for 2 hours. We discussed the possible layout of the presentation and the necessary aspects which need including into the presentation. Additionally, we started making the slides for the presentation, as well as discussing the general presenting details.

Meeting 4:
We met before the presentation to finalise some minor details about the presentation as well as to discuss the progress we've made so far and the next steps to take for the upcoming weeks. Also we completed and practised the script for the Elevator Pitch.

Meeting 5:
We met again for our lab session on the 25th January. We discussed the next stages to focus on with the PoC. In particular, we decided to focus on merging the VR and user interaction games together as this is a major difficulty.

Meeting 6:
After having a Skype meeting with the client we discussed the future developments of the game and how the user will interact with the advertisement boards. Our client informed us that it would be best to identify the advertisement board and display a game on top of it. Hence, we decided to use simple object which will be superimposed onto the advertisement board, which the user will then interact with.

Tasks completed:
- Created the video for the project, showing the progress so far and the necessary aspects.
- Created demos using Vuforia and Unity and app with Geofencing capabilities.
- Developed a live model of the app, including the login, signup, home and rewards pages.
- Presented our project to the client during the Elevator Pitch.

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Problems that need resolving:

- Merging the games together.
- Integrating a way to recognise advertisement boards when the camera faces one.
- Find a way to develop a 3D object for interactions.
- Designing a possible interaction the user could carry out during the game.

Plan for the next two weeks:

- Find a way to merge the two games together or develop them separately.
- Create a 3D object using MAYA, for the interactions.
- Develop a way to recognise the advertisement boards.
- Display a possible interaction for the user to carry out on the game.

ZAC LUONG:
I've arranged the meeting with the client. Additionally I started working on another version of the AR app that is more suitable for our project; this was done using Unity and Vuforia. The demo was of a Star Wars game which allows users to interact as well. Furthermore, I figured out a way to integrate the storyboard with the app but so far only simple versions work.

ARJUN KHURANA:
I started by completing the video for the project, including the design and layout. Additionally, I have updated the website to include all the necessary information. Furthermore, I have started researching and testing server maintenance using AWS, in particularly how to restore servers for our API.

JUSTIN KIM:
I have improved the source code for both the server and the app, so maintaining them becomes easier. Also, I have written scripts to automatically backup the database in redundant server. In addition to above, I have researched on how we can integrate our two-app platforms into a single app, such that the transition between the platforms become smoother.