

ATOS ExoGame Gamification Team Bi-Weekly Report

Members: Zac Luong, Arjun Khurana, Justin Kim

Date: 10th February

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 ourselves to discuss the progress of the project. Primarily, we focussed on how the development of the games was going and the necessary steps needed for future development.

Meeting 2:

We met the TA to showcase our project (so far). During this meeting we gave a demo to the TA of the AR demo we had created using Vuforia and Unity. Additionally, we looked at possible methods of merging the two games together.

Meeting 3:

We met ourselves to update the website with the necessary changes as well to discuss some of the key parts of the PoC, in particular which interactions should be included into it.

Meeting 4:

We met with the project supervisor to discuss the future steps we need to take in order to complete the project in time and to the highest standard. Additionally, we were informed about an optional paper which we could produce as part of the project in order to achieve a better grade for the course. However, some further within the team is still necessary as the paper requires extensive additional workload.

Meeting 5:

We had our weekly lab session, including a meeting with the TA. The discussion revolved around catching up with the progress our team had made in the past week. Additionally, we started discussing additional features the PoC could include, if time permitted.

Tasks completed:

- Merged the two games together.
- Started developing the 3D object, needed for the PoC using MAYA.
- Developed a possible method of user interaction.
- Designed a method of recognising the advertisement boards, using Vuforia.

Problems that need resolving:

- Fully combine the AR and user interactions with the advertisement boards.
- Integrating a way to recognise advertisement boards when the camera faces one.

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- Develop the interaction users would carry out during the game.

Plan for the next two weeks:

- Complete the 3D object 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 allocated what the team members should focus on individually. Additionally, I have started working at implementing the advertisement recognition and interactions development for the PoC.

ARJUN KHURANA:

I have started developing the 3D object which shall be used for the interactions in the PoC, this will be done using MAYA. Additionally, I updated the website of the project with the necessary changes.

JUSTIN KIM:

I have developed a method to merge the two app platforms into one to improve the interactions and make them smoother. Additionally, I have started looking at how the interactions can be better relevant to advertisement boards.