ATOS Exo-Game Gamification Team

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The past few weeks have been primarily focussed on completing the project as we as to prepare for a paper which is part of the module submission. We have made progress with the development of the apps and the API.

Meeting 1:

We met within ourselves for our weekly lab session. This meeting lasted around 2 hours and consisted mainly of tracking our progress so far, and initialising the next steps we will take, in particularly regarding the PoC.

Meeting 2:

We met with Antoaneta to discuss the progress of the project as well as to discuss future steps we should take. We were informed that in order to achieve a higher grade for the project we will have to create a paper for our development. However this is optional and we have to decide whether we would like to go through with this option.

Meeting 3:

Following our meeting with Antoaneta we met ourselves to discuss the future steps we should take. Additionally we discussed about the potential of writing a paper for the project. We decided to complete the development of the technologies as soon as possible, in order to have sufficient amount of time to complete the paper.

Meeting 4:

We met within ourselves to discuss the development of the project since our last meeting. The meeting lasted for roughly 40 mins. According to our progress we are on track in terms of the project deadline. However, there are some tasks we need to complete soon, in order to continue staying on track. Furthermore we decided that if we are to write the paper, we will have to finish the development stage much earlier.

Tasks completed:
- Almost created the 3D object necessary for the game.
- Met with project invigilator to discuss project progress.
- Finalised the next steps for the development of the game.
- Further developed the technologies.

Problems that need resolving:
- Find a way to incorporate the 3D object into the game.
- Develop the remaining of the games.
- Finding a method if writing a paper for the project.

Plan for the next two weeks:
- Research into merging 3D objects and Vuforia.
- Further develop the PoC.
- Complete the 3D object using MAYA.
- Start researching into the necessary information for the paper.

ZAC LUONG:

As team leader I decided to set tasks for the team and set up a meeting with our client, however the meeting could not happen due to scheduling issues. Additionally I have further developed the PoC using Vuforia.

ARJUN KHURANA:
I have continued to create the 3D object which will be used for the reward system in the PoC. Additionally I have started looking at the basics of writing a technical paper. However much more information will be required before we can start creating the paper.

JUSTIN KIM:
I have continued optimise the merged version of the games in order to incorporate as many intended features as possible without compromising the quality. Additionally, I have looked at additional interactions and how to implement them in the PoC, this is to ensure the PoC is fun for the users.