

## **ATOS Exo-Game Gamification Team**

Members: ZAC LUONG, ARJUN KHURANA, JUSTIN KIM

Date: 10<sup>th</sup> March

During the past two weeks our team has focused primarily on completing the individual sections of the project. We have made progress with the development of the game and the API. We have also finished working on the 3D object needed for the PoC.

### **Meeting 1:**

We met within ourselves for our weekly lab session. This meeting consisted primarily of tracking our progress so far and initialising the next steps we should take. In particular regarding the games, we decided to include more interactions.

### **Meeting 2:**

We had another lab session the following week, this was to demonstrate a demo of our project to our TA and Dr. Yun Fu. However, since our project had not been drastically changed since the last demo we presented to our TA, we couldn't showcase anything significantly new. However, we met within ourselves to further continue the development of the project; in particular we were attempting to combine the API and PoC.

### **Meeting 3:**

We met ourselves to fix and improve the game, in particular the interactions with the user. We decided to work on building the network framework and continue debugging the project.

### **Meeting 4:**

We had a Skype meeting with our client which lasted roughly 30 minutes. The meeting was carried to provide a progress report to the client as well as to receive some feedback regarding the project. An important information obtained through this meeting was that we were informed by our client that we do not need to focus on optimising the project at this point, instead we should focus on completing a basic demo.

### **Meeting 5:**

We met within ourselves to discuss the development of the project since our last meeting. The meeting lasted for roughly 30 minutes. According to our progress we are on track in terms of the project deadline. Furthermore, we decided to focus primarily on completing the development of the project, instead of writing the technical paper.

### **Tasks completed:**

- Completed the 3D object necessary for the game, this will be used to present the rewards.
- Provided a progress report to the client through Skype meeting.
- Suggested improvements for the development of the game.
- Included additional interactions for the game.

### **Problems that need resolving:**

- Find a way to incorporate the 3D object created using Maya into the Unity game.
- Program the improvements suggested for the game.
- Getting the networking framework to build.
- Debugging the PoC and API.

**Plan for the next two weeks:**

- Merge Maya object with Unity game.
- Further develop the PoC.
- Combine PoC and API.
- Improve efficiency of the PoC, if possible.

**ZAC LUONG:**

As team leader I decided to set tasks for the team based on the individual's strengths. In addition I had set up a meeting with our client through Skype to discuss our team's progress. Furthermore I have further developed the PoC using Vuforia and Unity. Finally, I developed new iteration of the AR app.

**ARJUN KHURANA:**

I have completed the 3D object which will be used for the reward system in the PoC. It is a simple (treasure) box created using Maya. Additionally I have started looking at the how to implement the object into a Unity project. Following this, I started looking at alternate interactions the user could have with the PoC.

**JUSTIN KIM:**

I have continued optimising the games in order to incorporate as many intended features as possible to ensure a high standard of quality. I have also looked at additional interactions and started implementing them into the games. The user interactions are an essential part of the PoC thus will be ensured to be satisfactory. Finally, I have also prepared the material needed to showcase our progress to the client.