Progress Report

22nd November 2019

Overview

Our focus over the past weeks has been gaining a knowledge of the current state of eye tracking and growing an understanding of our user base and their requirements.

This has fed into our ideation and evaluation process, where we generated several ideas before creating prototypes of the Pipe Game, Racing Game and Sound Matching Game. After receiving feedback, we decided to continue developing the Pipe Game idea due to its original nature and great potential for musical expression and relaxation.

We are currently exploring game engines for the development of a prototype version of the game and are learning how to use Unity.

Completed Tasks

ID	Task
1	Research eye-tracking games to gather ideas.
2	Research potential users and gain an understanding of the needs of people severely affected by disabling conditions.
3	Production of a MoSCoW requirements list.
4	Ideation of game concepts and development of initial sketches and prototypes.
5	Evaluation of the game concepts and decision to take the pipe game forward.
6	Research different game engines and their comparative advantages and disadvantages in producing the eye-tracking game.

Project Status

The project is currently on track, with good progress made in designing the game and evaluating potential options. However, the lack of access to Windows machines in our team is an issue that could potentially delay future development.

Possible Problems

ID	Problem	Risk
1	No access to Windows computers	Medium

Two Week Plan

ID	Task
7	Continue building up the Pipe Game concept to a fine level of detail.
8	Develop an understanding of Unity.
9	Begin development of the first Pipe Game prototype.
10	Conduct further research on the state of eye-tracking.
11	Conduct detailed research on the limitations of eye tracking technology and good design practices in eye tracking applications and games.
12	Conduct further research on users and possible restrictions they may face whilst using eye tracking technology e.g. difficult to focus on corners.
13	Conduct research on how games can be used to develop eye-tracking abilities.
14	Develop list of use cases that our game must implement.
15	Integrate DevOps within development strategy