**Plans and Progress**

When we started our original project idea in Assessment 2, we had a full team of 6 people. Our initial project idea was to develop some glasses that could be used by the disabled to communicate within their world.

The glasses (which we would base off Google eyeware) would use similar technology to the eyegaze application on devices, or eye tracking technology, the user would look at words or phrases to activate the voice or audio translation, to allow them to have a voice.

Although this idea seemed to be great we ran into more and more problems as we pushed through and submitted it. We defiantly needed more guidance and expertise to get this off the ground, to be a successful invention. But, coming up with the artefact, accessing trademarked glasses and the licensing around this would of meant a lot of work and we probably would have been met with a lot of negative or “no” outcomes.

When we received our feedback from Assessment 2, it was confirmed that we would have to look at starting our project idea again and abandon our original plans. After seeking permission from our instructor, we switched plans and decided, after much discussion within the team, to go with an edugaming idea.

The educational game would be targeted at math-based learning and designed for primary aged children (6years to 9years). This idea was based on the current environment of home learning because of the COVID-19 lockdowns. Talking amongst our selves in team chats, we realised a lot of parents were struggling to engage their children to complete or attempt learning task, instead of playing games.

During week 9 we lost a team member, this was disheartening but we were determined to share the load and achieve our tasks. Week 10 saw another loss of a team member bring us to 4 members. Our educator suggested we apply for an extension, which we applied for after a few days of discussion and were granted a week’s extension.

This meant that between the 4 of us we would have to take on more work each, as daunting as this seemed we managed to help each other and get the tasks and sections completed.

We looked at other games and apps that are already available for inspiration and decided on a story-based game with maths problems to solve so that you could get to the next level. Our story board was based on a rough sketch of characters and how the levels would roughly look. Nikki took care of this part, it was his creativity and drawing skills that brought the game components to life.

We would ideally like to see our game being used on mobile devices, tablets etc through IOS and PC platforms, Unity which uses programming codes C++ and javascript would handle the digital aspects of the game, Nikki and Caden have experiences with older versions of Unity (Legacy) but have no experience with Swift. It was also suggested that if this game idea was to succeed at this current time in real life we would have to outsource the programming to more experienced persons.

The name of the game was named “Maths game title pending…” which we decided to leave. Another problem solving game on the market is “Untitled goose game” which is very popular and the writer would like to think we are paying homage to this game.

The video report was done in the style of an advertisement which was created by Caden in collaboration with Nikki, Including stills, example of play and voice overs.

Since the former GitHub website was hosted by another team member that has now left, Sam recreated a website on Nikki’s Github repository for uploading to RMIT’s canvas website.

If this project idea was to be handed over to another team or extended for another 10 weeks a few thing would need to be done.

Thorough research on marketing the game, would we start with a free download then pay to get further levels? Would we have a benefactor, investors or develop our own company with outsourcing the programming as we lack the skills in this department. How much actual time and money would it cost to achieve these things as well as advertising and licensing the game

What kind of educational expertise would be use? Teachers, researchers and class based surveys on primary aged children. Could we perhaps collaborate with teachers and researches?

How would we go about measuring the success of the game and what would be the most effective way to test or get feed back on the enjoyment and educational value?. After all we would like it to encourage children to take an interest in maths and hopefully perfect their base knowledge of simple maths problems like addition, subtraction, multiplication and division. Game based learning or learning through play has been widely researched and theorist like Piaget, have done successful research on the success of learning through play.

Now on the verge of submitting our project, we have all agreed that this has been an interesting and challenging project. If we were doing this in a company or for a company or workplace it would have run more smoothly and stress free if we could replace our 2 team members that left, this does happen in real life and it is over come, but as humble students learning about the Information Technology industry the writer feels we did very well considering our circumstances.