

# **GWAP Group Log Report / Weekly Progress**

## **Meeting @ 13/2/2018, UCD campus**

- Cao Xuyang 13210068(Present)
- Xiu Zeyi 13210072(Present)
- Lu Yawen 15211126(Present)

### **Purpose**

This week's main task is to decide on our project theme, the problems we intend to solve and the game forms we are going to take aiming to make it not only with a purpose but more interesting to play as well. Besides, set a plan for implementation and complete the project proposal.

### **Progress Update**

1. Since the targeting problem of this game is to make energy more efficient, we discussed the game approaches on how to help save more energy and raise public awareness as well as making the game more enjoyable. We drew a conclusion that combining energy quiz game with animated scenario and role play would increase the playability of the game.
2. We designed some initial plans for our game setup and will constantly improve on the raised issues.
3. We proposed several implementing tools and prototypes such as the use of databases, web services and platforms which may be useful to simulate our development from a technical point of view.

### **Actions & Repsonsibilities**

- Discussed game motivations, description, implementation and evaluation plans in the proposal and detailed ideas regarding each aspect. Divided the work evenly for each member to complete. After, composed altogether the individual drafts and made some changes in order to make everything coherent. (CX, XZ, LY)
- Worked on the first part, motivations and target problem. (CX)
- Worked on the second part, game description. (LY)
- Worked on the third part, implementation plans and evaluation. (XZ)

### **Issues to Raise**

- Apart from combining with scene play, what improvements can be come up with to make the quiz game more fun compared to the conventional ones.
- Need to find implementing frameworks which suit our plan best.
- Other more useful ways to deal with the results and feedback for future game development.