

GWAP Group Log Report / Weekly 5 Progress

Meeting @ 29/03/2018, open area in UCD

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

Purpose

This week's goal is to finish the individual tasks on prototyping different parts of the project, assemble them into a planned game-playing order with a coordinated style and make the whole project function smoothly. Also, solve the problems raised during each member's job together, and try to improve on the details as well as make the game more entertaining.

Progress Update

- Planned different daily household scenarios with energy issues and collected relevant images using online sources or photoshop (CX).
- Designed a way of adding animation to the scenes to make them simulate the daily lives, such as a series of transitions to the moves to create the prototype using the Marvel app (XZ).
- Collected energy questions of various aspects and designed how to import the questions into the game setup for both one player and two players (LY).

Actions & Repsonsibilities

- Added mock moves to the static house scenes to make them with motions and simulate real-life situations (CX, XZ, LY).
- Combined the living scenes with quiz games and game setups, and embedded necessary animations such pop-up and transition views (CX, XZ, LY).