Team Members

Esther Skillman	Computer Science
Mohamad Trissi	Computer Science
Megan White	Cyber Security
George Arghyrou	Computer Science

Mind Feast Games

With the application of SWOT analysis, our team is an ideal choice to make a mod for Co OPERATION: MultiTurn. Our biggest strength is shown within our well-communicated team, with three out of four of our group members working closely with each other last year and our fourth member being a key player in engaging with our lectures, whilst all harbouring an enthusiasm for playing and modding games. For example, one member of our team is developing an exploration pixel game (https://www.youtube.com/watch?v=hPRaYEInq9E) that strongly demonstrates the artistic skill, creativity and imagination she'd bring to the game mod, such as her suggestion of a murder mystery to really enhance the co-operation aspect of the game. We likewise have detailed experience in programming with languages used within the games industry, including C# and Python (like the Lua language) - another member used Python to program various activities on a Raspberry Pico and is excited to apply her creative writing and love of storytelling for the opportunity to really build an emotional connection between the users and the game. Threats we could face include time management, ineffective solutions, and misunderstanding requirements, however, we will mitigate these by having consistent team meetings to discuss well-informed time slots, regular communication to share our practices for efficiency, and constant research and feedback with our client to design our mod.

Triangular Pixels VR 3D Drawing for Bugs and Notes

With the application of a comprehensive SWOT analysis, our team is an ideal choice for Triangular Pixels. Our biggest strength is reflected in our well-communicated team, with three out of four of our group members working closely with each other last year in another group module. We would be enthusiastic and thoroughly committed to the project as VR reflects the pinnacle of the rapidly advancing tech market it would be a perfect opportunity to apply our practice in agile development and foster every opportunity to build creative solutions. Whilst our weaknesses are our lack of exposure to VR within Unity, we are all educated in C#. Threats like poor time management, ineffective solutions, or misunderstandings will be mitigated with consistent team meetings, regular communication and constant research and feedback to finalise and carry out requirements.

Start-up Idea Tree Information website

We aim to develop people's knowledge and awareness surrounding them by proposing a 'tree information website' startup. This will include an informational catalogue of different tree types found globally alongside an educational game within the website to teach users about them. This will encourage a fun experience within their learning environment, that will, in turn, commit their knowledge to long-term memory and improve environmental awareness. This game would be non-competitive and informative, meaning there isn't any stress on the players as they learn, instead as they play, they unlock information about certain trees, collect points, and are quizzed regularly on the new-found information to progress the game. For the points they collect, the user can spend them on the website to plant a tree in the real world, creating a lasting impact and benefit on our environment. Our mission aims to improve enjoyment around learning and overall environmental awareness whilst creating an enduring impact on the tree population of our planet.