Plymouth University

School of Computing, Electronics and Mathematics

PRCO304

Final Stage Computing Project

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BSc (Hons) Computing and Games Development

*Ludwik Bacmaga*

<*Your Registration Number*>

UX in AR Games

Supervisor: Marius Varga

Second Marker: Nigel

# Acknowledgements

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# Abstract

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# Table of Contents

[Acknowledgements 2](#_Toc511558613)

[Abstract 2](#_Toc511558614)

[Table of Contents 3](#_Toc511558615)

[1. Introduction 5](#_Toc511558616)

[2. Background, Objectives & Deliverables 5](#_Toc511558617)

[2.1. Background 5](#_Toc511558618)

[2.2. Aim and Objectives 5](#_Toc511558619)

[2.3. Deliverables 5](#_Toc511558620)

[3. Research 6](#_Toc511558621)

[4. Method of Approach 6](#_Toc511558622)

[4.1. Approach 6](#_Toc511558623)

[4.2. Tools 6](#_Toc511558624)

[5. Legal, Social, Ethical and Professional Issues 7](#_Toc511558625)

[6. Project Management 7](#_Toc511558626)

[7. Implementation 8](#_Toc511558627)

[7.1. Process 8](#_Toc511558628)

[7.2. Requirements 8](#_Toc511558629)

[7.3. Design 8](#_Toc511558630)

[7.4. Prototype 8](#_Toc511558631)

[7.4.1. Minimum Viable Product 8](#_Toc511558632)

[7.4.2. Testing 8](#_Toc511558633)

[7.4.3. Results 8](#_Toc511558634)

[7.5. Control Plan 8](#_Toc511558635)

[7.5.1. User Interface 8](#_Toc511558636)

[7.5.2. Game Interaction 8](#_Toc511558637)

[7.5.3. Visuals 8](#_Toc511558638)

[8. Stages 9](#_Toc511558639)

[8.1. Stage 1: Initial & Requirement Analysis 9](#_Toc511558640)

[8.2. Stage 2: Game Design & Technology Testing 9](#_Toc511558641)

[8.3. Stage 3: Begin Game Implementation 9](#_Toc511558642)

[8.4. Stage 4: Game Mechanics 9](#_Toc511558643)

[8.5. Stage 5: Complete Game Prototype 9](#_Toc511558644)

[8.6. Stage 6: Testing & Feedback Gathering 9](#_Toc511558645)

[8.7. Stage 7: Improvements Implementation 9](#_Toc511558646)

[8.8. Stage 8: Report 9](#_Toc511558647)

[9. External Libraries 10](#_Toc511558648)

[10. Project Evaluations 10](#_Toc511558649)

[10.1. End Project Report 10](#_Toc511558650)

[10.2. Project Port Mortem 10](#_Toc511558651)

[10.3. Objective Evaluations 10](#_Toc511558652)

[11. Conclusions 11](#_Toc511558653)

[11.1. Lessons Learnt 11](#_Toc511558654)

[11.2. Further Development 11](#_Toc511558655)

[11.3. Conclusion 11](#_Toc511558656)

[12. References 12](#_Toc511558657)

[Appendices: 13](#_Toc511558658)

[Appendix A: User Guide 13](#_Toc511558659)

[Appendix B: PID 13](#_Toc511558660)

[Appendix C: Highlights 13](#_Toc511558661)

[Appendix D: Stage Objectives, Plans and Reviews 13](#_Toc511558662)

[Appendix E: Exception Reports/Plans 13](#_Toc511558663)

[Appendix F: Research Documents 13](#_Toc511558664)

[Appendix G: Ethics Application 13](#_Toc511558665)

[Appendix H: Ethics Approved Application 13](#_Toc511558666)

[Appendix I: Developer Diary 13](#_Toc511558667)

[Appendix J: Test Results 13](#_Toc511558668)

**Word Count:** ##,###

# Introduction

Bla

# Background, Objectives & Deliverables

Bla

## Background

Bla

## Aim and Objectives

Bla

## Deliverables

Bla

# Research

Bla

# Method of Approach

Bla

## Approach

Bla

## Tools

Bla

# Legal, Social, Ethical and Professional Issues

Bla

# Project Management

Bla

# Implementation

Bla

## Process

Bla

## Requirements

Bla

## Design

Bla

## Prototype

Bla

### Minimum Viable Product

Bla

### Testing

Bla

### Results

Bla

## Control Plan

Bla

### User Interface

Bla

### Game Interaction

Bla

### Visuals

Bla

# Stages

Bla

## Stage 1: Initial & Requirement Analysis

Bla

## Stage 2: Game Design & Technology Testing

Bla

## Stage 3: Begin Game Implementation

Bla

## Stage 4: Game Mechanics

Bla

## Stage 5: Complete Game Prototype

Bla

## Stage 6: Testing & Feedback Gathering

Bla

## Stage 7: Improvements Implementation

Bla

## Stage 8: Report

Bla

# External Libraries

Bla

# Project Evaluations

Bla

## End Project Report

Bla

## Project Port Mortem

Bla

## Objective Evaluations

Bla

# Conclusions

Bla

## Lessons Learnt

Bla

## Further Development

Bla

## Conclusion

Bla

# References

Bla

# Appendices:

## Appendix A: User Guide

## Appendix B: PID

## Appendix C: Highlights

## Appendix D: Stage Objectives, Plans and Reviews

## Appendix E: Exception Reports/Plans

## Appendix F: Research Documents

## Appendix G: Ethics Application

## Appendix H: Ethics Approved Application

## Appendix I: Developer Diary

## Appendix J: Test Results