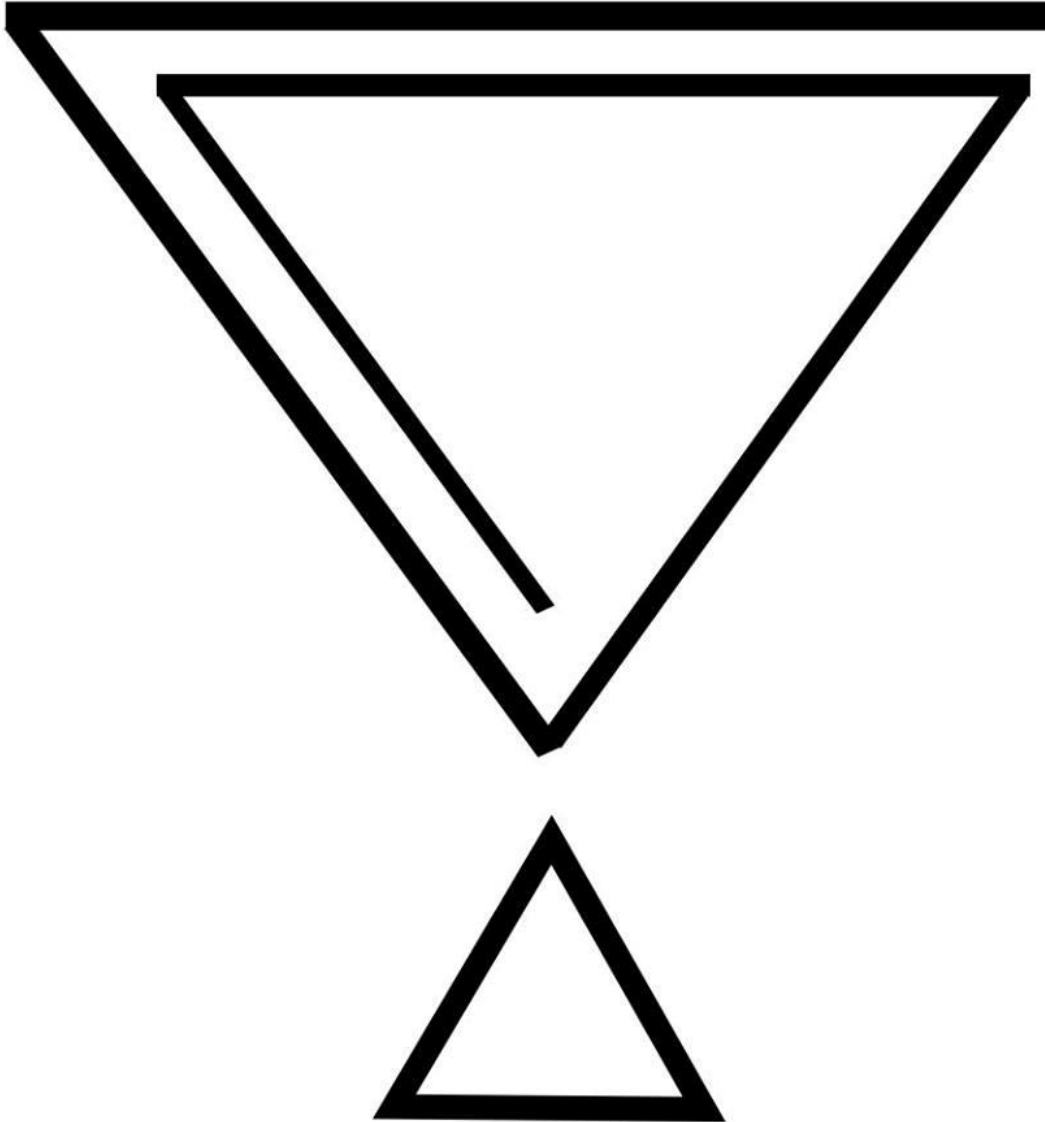


13 OCTOBER 2017



# TEAM MEETING REPORT

Arnold Bukachi  
Yipikaye! Studios  
Plymouth, UK

## Objectives

- **DETERMINE** what is required for our augmented reality prototype
- **AGREE** on an augmented reality SDK to use

## AR prototype

Components needed:

- Marker
- Mobile device × 2 (iOS, Android)
- PC and Mac

Tests to be carried out:

- Marker vs. Markerless
- Marker size
- Distance and orientation
- Control scheme; *see* Chun Lee's short paper

## AR SDK

- We agreed to use *both* ARKit and Vuforia development kits to build our game for iOS and Android, respectively.

## Bonus

- **ESTABLISHED** individual strengths
  - Ludwik Bacmaga – Modelling + Programming
  - Arnold Bukachi – Design + Management
  - Chun Lee – Programming



**END OF REPORT**