Project Name: SeeLife

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Editor:

Jiakai Chen, [jxc890@case.edu](mailto:jxc890@case.edu)

Zhonghao Zhan, [zxz397@case.edu](mailto:zxz397@case.edu)

Gyurae Kim, [gxk163@case.edu](mailto:gxk163@case.edu)

Instructors:

Dr. Michael Fu<EECS dept.>,

Dr. Gregory S. Lee <EECS 398>,

Erika Woodrum <Art Design &amp; Project Management>

Introduction:

We completed the BLE connection feature in SeeLife. The main game is in the Unity, but we complete the BLE feature in Android Studio. You need to build the .apk file through Android Studio version to get complete features.

How to set up:

1. If you want to test the feature we’ve done, you want to open the SeeLife\_AndroidStudioVer by using Android Studio and make the .apk file. The current API level is 24. You need to change to correct API level to run the game correctly. (File-Project Structure-SeeLife-Flavors- Min Sdk Version)
2. Each time you make any changes in the Unity version, you need to re-export the whole project to Android Studio and Copy&Paste all features in Android Studio to the new version.
3. The BLE connection will only base on the BLE board that has been already paired with your Android device. If the BLE board is not paired with your Android device, the connection will not work.
4. You need to change the UUID to your board’s UUID to set up the connection. You can get your board’s device UUID and characteristic UUID through any BLE connection application on Play Store. Make sure your characteristic is READ. If it is NOTIFY only, the code cannot get the data.
5. The heart rate that shows on the device might have some resolution problem. It will not be right on top right corner. It does not matter, because you need to erase it once you ensure the connection is working.

Set up flow work:

1. Get your BLE board sending data and know to your device & characteristic UUIDs.
2. Open SeeLife\_AndroidStudioVer by using Android Studio and change the UUIDs.
3. Plug-in your device.
4. You can choose build the .apk and install on your phone or Run the project directly on Android Studio with your device.

It might have some bugs, but don’t be mad. Make sure your Android running environment is correct. We spent a long time on debugging. In the end, we found the problem was simple. Try to finish this project, complete what we haven’t complete!