
Title of the project

Subtitle

Project Report
Group: SW805F20

Aalborg University
Department of Computer Science
Selma Lagerlöfs Vej 300
9220 Aalborg East, DK

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Department of Computer Science

Aalborg University
Selma Lagerlöfs Vej 300
9220 Aalborg East, DK
www.cs.aau.dk

Title:

Title of the project

Abstract:

This is the best abstract ever written
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Theme:

Mobility

Project Period:

Spring Semester 2020

Project Group:

SW805F20

Participant(s):

Andreas Stenshøj
Daniel Moesgaard Andersen
Frederik Valdemar Schrøder
Jens Petur Tróndarson
Rasmus Bundgaard Eduardsen
Mathias Møller Lybech

Supervisor(s):

Brian Nielsen

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Abbreviations

Terms and abbreviations used in the report:

Chapter 1

Introduction

Chapter 2

Sprint 1

2.1 Unity introduction

As defined in FUK, this project aims to create a team-building augmented reality game. This means the project has to have a game component - an application to display the objectives of the game, the play area and the players. To create this, a game engine can be used, such as **Unity**. A game engine is a piece of software that provides creators with the necessary set of features to build games quickly and efficiently[3]. This means that a game engine is a collection of reusable components, abstracted away from the game developer. This can include tools to help with, for example, graphics, physics, networking or audio. These tools would expose certain functionality to a developer to make use of, and hide the specific implementation details for that functionality, ensuring the developer can focus on more pressing issues. Unity supports the C# language for development[1].

Add ref to project idea section

The Unity game engine supports development for different game platforms. Of particular interest to this project is the support for both **Android** and **iOS** devices, as well as **Google Cardboard**[2]. We chose to use Unity for the development of the game aspect of this project. This facilitates that a greater amount of time can be spent on the other aspects of the project rather than the low-level details of game development, and it allows for easier inclusion of multiple platforms.

Chapter 3

Sprint 2

Chapter 4

Sprint 3

Chapter 5

Sprint 4

Chapter 6

Appendix

Bibliography

- [1] Unity Technologies. URL: <https://unity.com/how-to/programming-unity> (visited on 02/13/2019).
- [2] Unity Technologies. URL: <https://unity3d.com/unity/features/multiplatform> (visited on 02/13/2019).
- [3] Unity Technologies. *Game engines - how do they work?* URL: <https://unity3d.com/what-is-a-game-engine> (visited on 02/13/2019).

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