List of Work

Adam Aldridge (Agreed Contribution 25%):

- Investigated AR with goal of determining most suitable library (ARToolKit);
- Trained 54 markers;
- Implemented robot orientation and in-game navigation;
- Motion capture;
- AI (Random-choice & personality-driven);
- Integrated AI (with Toms help).

John Gilbey (Agreed Contribution 35%):

- 3D modelling;
    - Robots: Robot A (Alpha), Robot D (Delta), Robot E (Epsilon);
    - Weapons: Sword 1 (unused), Sword 2, Sword 3, Broadsword, Gun (unused);
    - Other: Wings, Dice, Coin (unused).
- Character rigging;
- Assigning/plotting animation to models;
- MD5 export;
- Motion capture.

Thomas Linstead (Agreed Contribution 40%):

- MD5 model loading with animations;
- Implemented external OBJ model loading code for static models;
- OpenAL audio implementation in ‘soundeffect’ class;
- Basic AR integration with main project;
- GUI and menu implementation in ‘menutextures’ class;
- ‘Freetype’ font library support with custom font;
- Card database in .csv format & data loading;
- Generic ‘Card’ object class to handle card data;
- ‘DevIL’ texture library incorporation;
- Gameplay and flow through step by step phases and turns;
- Implemented ‘gamestate’ static class to handle the current state of the game;
- Motion capture;
- Created a dice rolling system for spendable points;
- Designed and created 30 cards for use in gameplay;
- Robot orientation matrix mathematics utilising the ‘vmath’ mathematics library;
- Implemented particle system for fireworks on winning screen;
- Anaglyph 3D support;
- Large selection of modifiable options for options menu;
- Helped to integrate the AI system.