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# **Progress Report 3 :**

## **Technology Review**

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# Potential Solutions

We will be developing **MagicBook** in Unity for numerous reasons.

Primarily, our client, Microsoft Research requested that we use Unity: specifically, because they have developed a framework for the devices used in physiotherapy. The framework would make it significantly easier for us to allow the application to be controlled by the device. Moreover, Microsoft has a lot of experience with Unity, and so they would be better able to support us throughout the development cycle.

## Technical Advantages

Unity also boasts cross-platform development capabilities, meaning that we could work on development using different Operating Systems. It also supports the C# development language, which is similar to Java. Fortunately, we have some experience in developing in Java, making writing in C# more manageable. The development platform also allows for better development of 3D games (compared to other game engines) unlocking a host of opportunities for ideas in development. This is particularly beneficial as we can build our transitions and animations in 3D to bring the book to life, with realistic page turns.

## Learning Support

Unity's popularity means that it has an expansive forum filled with online support<sup>1</sup>. Many common problems have already been addressed by other users, making it easy to find answers and support for questions and issues. It also has a lot of supporting tutorials and beginner-friendly instructions online; and a host of official tutorials included in the development software. This makes the learning curve significantly less steep, and makes it easier for us to begin development as soon as possible, as familiarising ourselves with the UI is much more intuitive.

## Resource Support

Lastly, Unity's extensive user base means that there's a large amount of example code online, a lot of which is open source allowing for it to be reused and implemented in our project elegantly. This means we can spend more time focusing on developing aspects unique to our project, without spending time on basic functionality. It also includes a large and rich AssetStore<sup>2</sup>, from which users can download a plethora of assets; ranging in price from premium to free.

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<sup>1</sup> <https://forum.unity.com/>

<sup>2</sup> <https://assetstore.unity.com/>