

Aila Batista

Anthony Ellertson

GIMM 110

10 December 2023

AR Group Project Rhetorical Analysis

For this project I worked as the group leader with Lauryn Wade, Jonathan Tagney, and Kyle Herman to create a 2D match 3 game within augmented reality. We wanted to do something unique rather than frankenstein our platformers from our individual game projects into an augmented reality application, but we did end up also including a platformer portion of the game along with the match 3. To start we decided the roles we would like to take within the group in order to efficiently work on our project. I decided to take the lead on art, Lauryn took responsibility for creating a match 3 stub and later helped refine some art and complete the 20 second animation, Jonathan focused on getting the AR portion working, and Kyle worked on various code that we wanted to include in our match 3 as well as creating some UI graphics, plus everyone contributed two physics principles. We also decided to use AR Foundations, but eventually switched over Vuforia because there were some complications getting it to work and it also worked better since none of us had Android devices nor Macbooks to get it to work on iPhone.

The theme that we chose for our game was paleontology, so when I started creating the concept for the blocks I began by looking at fossils. I did initially feel very limited by this as I started researching different fossils I could use. This was because I didn't exactly want to use

only dinosaur skulls because of the plethora of different shapes and sizes. I thought it would look very chaotic and messy. I did eventually end up deciding to use three iconic dinosaur skulls that the player could definitely recognize: T-Rex, Triceratops, and Pteranodon. My initial problem still remained and these three different skulls took up a vastly different amount of space. In order to combat this and have a unifying element I drew a circle that I duplicated and would make my sketch inside. I tried to make the skulls appear a little cartoony to make up for the fact that their distinct shapes were being squished inside a space they all fit in differently. The three other basic blocks that I had come up with were a fossilized shell, a trilobite, and a tooth because besides the issue I discussed before about using dinosaur skulls, I also wanted some variation using what I consider almost equally iconic symbols.

I also tried to create a color palette that was toy themed, although this didn't really come through in the end result and because most of the blocks were either bones or various other fossils everything sort of came out to be what I call the "bone" color. This would have originally come through in the power up items which would have included things such as a drill, pickaxe, and brush. Outside of these not being included in our final project, I was also unhappy with the "toy" coloring which consisted of very bright and saturated red and yellow. I couldn't really be satisfied with any of the other colors I chose, although I didn't particularly get to explore that in depth.

Lastly, I contributed a great deal of ideas so that even if I did not finish or initially design the concepts I was still taking the lead on it. This factors most importantly in our twenty second animation which was completed by Lauryn. My idea was that we would use the asteroid start button design that Kyle created and have that take up the screen so that it would begin falling to earth. On Kyle's start button little dino nuggie dinosaurs were also added along the bottom which

I envisioned growing into real dinosaurs that see the asteroid coming down. Then they would run away as the asteroid gets nearer and becomes face to face with the T-rex in the lead and everything turns to dust. This was an essential part of the animation because I was inspired by the thought that our game is now paleontology themed because the dinosaurs went extinct due to starting the game because of the asteroid. There was a last part of the twenty second animation that was not included that was supposed to wrap up and emphasize the idea that this is a paleontology themed game rather than a general dinosaur themed game. As the dust collected, a woman paleontologist, who I designed to be part of the main menu to be a mascot, was supposed to wave the dust away and appear. Then the scene would switch to a T-Rex skull in the ground that in her time caused the dust to fill the screen as she brushed it away to discover the skull. I did also create a short storyboard of the initial part for Lauryn to understand my vision completely, and she used that to create the animation herself.

I would rate Kyle Herman a five because I feel that he really pulled through when the rest of us were struggling. He was generally on top of everything which allowed him to help out with the stub which was problematic for a while because we had everything we needed to make our match 3 game, but for some reason it wouldn't work. He was able to get our group a workable match 3 stub as well as contributed a basic dino platformer as a mini game after the match 3. Plus he also created some UI graphics like the start button on the main menu.

I would rate Lauryn Wade four because she worked hard on what I would consider the bulk of the project which was the match 3 stub as well as completed our twenty second animation, but ended up losing some progress due to some corrupted files. Still we have the entire animation mostly refined. Although she didn't get the match 3 stub working within the time frame we wanted, she was still actively working on it problem solving as well as pushing

out some concepts (unfortunately we didn't end up using them because due to the time constraints and issues we had we were unable to add power ups.) She also refined the concept art I had for the main menu.

I would rate Jonathan four because the issues with the AR really stunted the progress he made, although he was actively working on it the entire time. Generally we couldn't get it working on an actual android device and for a decent portion of our project we didn't actually have an android device to test on. So, it took longer than it should have to make the decision that we need to switch over to Vuforia rather than continue to work with AR Foundations which wasn't working for us. He also did a small portion of concept design for some special blocks that currently don't have any different functionality than the normal blocks.

All in all, despite any errors or problems that occurred for anyone during the process of making our video game, everyone was actively working on the project and their contributions in order to complete our game. I feel that some members just had, in one way or another, more difficult things to work on which caused us to be in a crunch for time, but everyone was doing their part.