## Presentation Plan

We need to include

* A reflection on the project so far.
* A demonstration and evaluation of your progress.
* A description of the processes and techniques employed by the group. This could include planning, project management, documentation or production pipeline processes.
* An estimation, based on presented evidence, of the likely outcome of the project.

We are marked on

* Demonstration of prototype
* Evidence of Suitable Development Practices and Documentation
* Evidence of suitable client/producer/team communication and interaction, and implementation of and engagement with project management processes

### Intro & Product Demonstration

**\*Anyone could do this - combination?**

Introduce the project and team.

What are the aims for the end product? What did the client specify they want?

Brief given by the client - create a 2d virtual lab environment that can be used as a learning tool for students. The lab needs to simulate physiological effects on the body during exercise.

Minimum Viable Product - three different modules, advanced and basic, with a custom module option. Ability to change environmental impacts and visibly view the changes.

### Evaluate

How are we doing? Are we achieving what we wanted to achieve at this point?

* Think client feedback will be useful here, be good to arrange a meeting with Mitch before the end of the term.

### Processes

##### Design

First discussion was how does this translate to the user experience? It needs to be accessible for various levels of technological literacy, whilst still delivering the necessary information. User experience was a priority in terms of accessibility - returning to the questions of ‘What solution would most benefit the user?’ when problems arise. This impacted all of design decision making and reflected how we documented the design.

**Alex V UI notes**

UI/UX is based on iterative testing - being informed by other applications and additional research (looking into learning applications at the beginning- find some resources beth\*\*\*), made some initial UI designs and reviewed these with the client.

Looked into comparative applications and had a discussion with the client about how they were envisioning the product. Following this we had a meeting as a group to talk about what the client wants and how viable that is with our understanding of the project. This lead to the beginning layout of the UI being created based on the comparative applications, the clients wants and keeping in mind the space available with the amount of elements needing to be displayed and interacted with. Going on from this, the client viewed the early ideas for the UI. Using their opinions and thoughts in conjunction with the needs of the programmers in terms of what is needed and what works with the current code, we were able to further specify what was needed for the user interface and create prototypes for the various needed menu UIs. Once confirming the early UI between the projects designers and programmers, functionality could be added. This included adding functionality to move between the different menus, exiting the application, hiding specific UI elements at the correct times and creating scroll lists of all the necessary variables for the relevant module and template.

A mixture of buttons and panels makes up the majority of the current UI. This is due to the fact that panels act as a clear divider between different UI elements with the idea being that this makes it simpler for the user to interpret the various menus, and buttons are one of the most common and well known tools used for navigation of UI meaning that users will be familiar with their use and feel more comfortable with the navigation in general. Additionally, scroll lists were used to represent the 50 or so variables needed because displaying that many variables on the screen at any one time is too cluttered and overwhelming for the user. Therefore, condensing them into scroll lists, which are widely used GUI tools, saves space and makes the UI more interactive for the user.

##### Code

**\*Sam, Conor & Alex M need to write this section.**

Maybe mention about the sheer amount of data involved in this project and the challenges that were presented as a result, and how the programming team went about dealing with it and making it manageable.

##### Art

**\*Georgie needs to write this section.**

##### Project Management

**\*Anyone could do this bit, could be a combination of people discussing it.**

We used trello primarily for recording tasks and what each member was responsible for. Tasks had estimations of the time it would take to complete them, and on completion also included the actual hours it took to complete.

Github was used for version control - all documentation was added, with numbered versions, as well as the unity project.

**\*\* Georgie can you explain the art vc here please**

Discord was the main communication hub for the group, easy to access and widely used already by group members. Voice chat capabilities added to its appeal over applications such as Slack.

Met regularly twice a week, had group development sessions. This helped communication and allowed issues to be dealt with quickly - not often that group members were blocked from completing tasks by other group members. Group members were often very clear on what others were doing and knew who to go to for certain questions/advice on development.

## Storyboarding

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 1 |  |  | 2 |  |  |
| Introduce the project - high concept. | | | Introduce team & roles. (Videos of each team member?) | | |
| 3 |  |  | 4 |  |  |
| Description of the project in terms of what the brief to us was in first meeting - virtual lab. Eventually to be used by students as a learning tool, with possible features for examination use. | | | What are the aims for *our* portion of this project? IE What level of functionality/what features are we aiming for? | | |
| 5 |  |  | 6 |  |  |
| \*Screen capture of our project so far\*  Voice over description of current features | | | \*Screen capture/videos of group working\*  Evaluation of the prototype - is it functioning how we aimed for? Have we included all features? What do we need to polish? | | |

## 

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 7 |  |  | 8 |  |  |
| Design - Talk about UI and decisions made, problems that were overcome and how, plans for the future UI. Include images/videos of current UI | | | Code - Talk about the data/variables and the relevant formula involved, engine choice, coding process(where you started and the stages you went through). Videos of coding being done? | | |
| 9 |  |  | 10 |  |  |
| Art - Art Style choice, software, asset creation process. Images/Videos (videos would probably be nicer to look at) | | | Version Control - Github (probably don't mention google drive cus ted) | | |
| 11 |  |  | 12 |  |  |
| Evaluation - Evaluate the process and how well it was executed, teamwork, communication, production, problems and solutions. | | |  | | |

## 

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |
|  | | |  | | |
|  |  |  |  |  |  |
|  | | |  | | |
|  |  |  |  |  |  |
|  | | |  | | |

## 

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |
|  | | |  | | |
|  |  |  |  |  |  |
|  | | |  | | |
|  |  |  |  |  |  |
|  | | |  | | |

## 

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |
|  | | |  | | |
|  |  |  |  |  |  |
|  | | |  | | |
|  |  |  |  |  |  |
|  | | |  | | |

## 

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |
|  | | |  | | |
|  |  |  |  |  |  |
|  | | |  | | |
|  |  |  |  |  |  |
|  | | |  | | |