

## MCARE Architecture



Magic Leap ML1



Hololens HL2



LXP Credentials Server



On-prem MCARE Game Server (Can Be Any PC, Installs on Laptop)



International MCARE Guide Server

## MCARE Roadmap

- 1. Hire Core Game Makers Team
  - Game Client Programmer: Miguel, Hired in March
  - Game Producer: Rob, Hired in June
  - Sound Producer: Will, Hiring Sept 27<sup>th</sup>
  - Game Server Programmer: TBD, Future Hire Artist-Programmer to Be Trained, Meanwhile Rob Covering
  - Graphics Artist: TBD, Lost Emmy-winning Candidate in June, Future Hire Artist-Programmer, Meanwhile Miguel and Rob Covering
- 2. Card Game Mock-up [Preliminary Work Done by Kat before Canceled by Nelson]
- 3. Game Client [Developing Miguel's PoC Code into Game Product, Ongoing]
- 4. Game Trailer [Rob Crash Cut 1-minute Video, Will on Sound, Ongoing]
- 5. Game Server [Rob Started Coding, Ongoing]

## MCARE Collaborations

- 1. Quality & Standards ISO 21001 Draft Doc Under Evaluation by Q&S
- 2. LXP Integration Paused, Project Reorganization Underway under CTO
- 3. Comms Rob Is Producing Game Trailer
- 4. Translations Standing by to Do French Translation (Can Do in 24 Hours)
- 5. Birmingham NHS SME JJ Documenting MoLA Algorithm
- 5. WHO Ship Sanitation VR Group May Reuse Assets from ARG
- 6. Open3D Foundation (Amazon) Waiting for WHOA Approval
- 7. Facebook Rob Submitted Draft SOW, Making Revisions Requested
- 8. MPA ASWF (Disney) Waiting for MCARE Public Website (Rob)

## MCARE Deadlines

- September 24<sup>th</sup>, 2021, Birmingham, UK, live exercise with NHS Doctors [Has NHS Received Headsets from Microsoft, Supply Chain Shortage?]
- September 27<sup>th</sup>, 2021, Lyon, France, VIP Cornerstone Presentation [Headsets Will Not Available in Time from WHOA Procurement]
- October 11<sup>th</sup>, 2021, Athens, Greece, Live Exercise
- October 12<sup>th</sup> to 14<sup>th</sup>, 2021, Lyon, Trainer of Trainers Event
- November 11<sup>th</sup>, 2021, Paris Peace Forum Presentation
- March 10<sup>th</sup>, 2022, Detroit Peace Conference Presentation

