Fun Tama

Team Members:

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Problem Statement:

Nowadays people are stressed after a long time of working or studying. A study shows that pets are effective for stress relief. Moreover, people with pets feel less lonely than those who don't have pets. However, raising a pet in real life costs a lot of money and attention and requires owner's responsibilities as well. A digital and virtual pet could solve these problems. As a result, people can enjoy these digital pets with fewer efforts and costs.

Objectives:

- Implement a backend system to simulate a pet's life cycle.
- Implement a database to support the system mentioned above.
- Setup kinect and get environment data with it.
- Develop the AI for the pet.
- Develop a friendly user interface.
- Time permitting: face detection feature to identified pet's owner.
- Time permitting: user can feed his pet with special AR token.
- Time permitting: pets have special action based on the surrounding environment.
- Design and set front-end UI.

Stakeholders:

- Users: 8-88 year-old people who likes pets but too busy to have one.
- Developers: Jiaping Qi, Fangzhou Lin, Junyu Xiong, Qi Zhang, Shayin Feng, Chi Luo
- Project Manager: Qi Zhang

- Project Owner: Jiaping Qi, Fangzhou Lin, Junyu Xiong, Qi Zhang, Shayin Feng, Chi Luo

Deliverables:

- Platform: Windows platform.
- Front-end: A windows application using C#, which is capable of showing pet's' detail and a good-looking user interface.
- Back-end: A C# backend service provides game logic, environment analysis, pet AI, (time permitting) AR Token analysis and (time permitting) face detection.
- Database: Access, SQL.