As our project has begun to take shape, our team has been faced with several issues that will need to be addressed relatively soon. One of our team members suggested that we use Unreal Engine to develop our app because they claimed better AR support. As time has passed, the rest of the team has come to realize that we simply will not have time to utilize Unreal. 4 out of the 5 members already have experience creating a game in Unity. Plus, with 3 of the members being at a conference for 2 weeks, it has put us way behind schedule. The main issue is that we’d have to learn C++ coding in Unreal along with the general functionality of Unreal. Although we already have the solar models imported to Unreal, there’s just too much overhead between homework for our other classes, the convention, and trying to learn Unreal. I think it would be beneficial if we were to move the project over to Unity before we get any deeper into development.

By moving the project to Unity, we can bring our ideas to life more quickly. We already have UI scripts from out previous game, so we’d be able to knock that out relatively quickly, as that is basically 1/3 of the entire app. Our experience with Unity will also help us swiftly figure out some basic AR functionality for the time being. I feel that when our team next meets, our immediate goal should be moving the project to Unity and building some functional app. With all the setbacks we’re facing, we basically have no functioning app, just the planets imported to Unreal. We should also focus on refining the UI based on the user feedback we received. I believe that since I built most of the UI for our previous game, we will be able to whip up a nicer UI.

Another obstacle we’re facing that’s greatly hindered our progress is team member conflicts. One of our teammates was without internet access for the first month of school. It’s an understandable situation given the pandemic, and he made efforts to help when he had access, but it still put us behind in development having one less person to help. The other issue we have is a team member not contributing enough toward the project. We’ve had a lot of trouble with him contributing to all the previous assignments, and while he was the one who pushed for us to use Unreal, he has done little beside import the 3D models, which was done almost a month ago. I feel like we have lost some development time having to pick up that team member’s slack. If he continues to not contribute doing into development, we will have to gather as a team and handle the issue accordingly.

In all, I feel like moving to Unity is the best choice for our short timeline. We will be able to produce a more polished product than if we stay with Unreal. Once the conference is over and the whole team is free to focus on the project, I think everything will hopefully move more smoothly.

UI concept that will be transferred and improved in Unity

A picture containing monitor, electronics, screen, photo

Description automatically generatedA picture containing electronics

Description automatically generatedDiagram

Description automatically generatedA sign on the side of a building

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