One of the main problems of the implementation was putting the multiplayer in an AR environment. Sehun & Daniel were tasked with integrating a form of multiplayer, where the players can play against each other competitively on different phones, either through a LAN or on Unity’s provided test servers (up to 10 clients).

We were able to build a test multiplayer project which works through a LAN network (we tested it by running separate instances of the same of the build on separate computers) We found implementing this in AR environment was more challenging than we thought, as Vuforia focuses on using its built in AR camera. As you can only have one camera, we couldn’t find or think of a solution in time to circumvent this to split the camera or find a solution to integrate an alternative multiplayer solution. We also chose to implement a quick easy to read tutorial (as a refresher) which is available as a menu option, which we designed in Photoshop and Unity.

We came up with an alternative where the players can take turns (the game will notify the players turn) this has an advantage of some of social communication and can form skills and traits of good character such as trust and good social skills.

Designing for people with autism is something we always kept in mind. We always thought and questioned “How would a person with autism understand this or play this?” So, we did deep research on characteristics that people with autism share, like not being able to understand certain meanings and vocabulary and not being able to read letters as they’re too small or struggling with staying focused, so right from the start we designed with all these in mind.

Cameron & Joe oversaw designing and implementing the main menu and board as well as Jack in implementing the models. They came up with a colour scheme with Josh, in which a colour scheme of multiple bright colours was chosen. They looked at children apps and the colour schemes they used, which would draw attention to the menu but keep text readable and give our app an identity. From the layout to playing the game, everything was made sure this experience was playable and enjoyable from the start for our audience. We planned well and recorded our process on GitHub sharing ideas and information through group meetings and our WhatsApp team group.

We also focused our efforts on ‘accessibility options’ providing extra functionality such as big text or an alternative colour scheme to ensure the game UI is easy to understand and go though. We wanted to ensure the game was playable and our target audience was catered for.  I believe this is a great thing we performed well in, we always had or target audience in mind and made sure our game was an enjoyable experience for our audience. We came up with solutions to problems that came up, and we were very creative in this area.