**Emergent Gaming Technology: Evaluation Report**

**Introduction**

Although I worked on the artefact with another person, we have each implemented our own technologies and mechanics. We both endured our own separate problems and solved them individually. Due to the artefact involving mini games, me and my partner was able to occasionally use the same technology but implement it in a different way to differentiate the work. For example, we have both used procedural generation, but implemented it in different parts of the project with different purposes.

**My chosen technologies**

The Technologies I have Implemented are; Shaders, Procedural generation, Leap motion controller, Microphones, and Audio data.

Shaders

Shaders are already coded into the game and do not require setup. Therefore, the player does not have control over this technology. As it is a simple shader, it does not affect the performance of the game.

The strengths of using this technology are;

* It does not require setup
* It can be easily transferred to another project

The negatives of using this technology are;

* It is difficult to implement

Procedural generation

Leap motion controller

Microphones

Audio data

**Implemented Mechanics**

* Random generation of challenges
* The timer system
* The ability to utilize the leap motion controller to represent hands

**Performance of the Artefact**

**What technologies work as intended?**

Shaders

I needed a shader that would visually represent that the player is running out of time. The increasing number of “glitches” as the timer depletes is an effective way of communicating to the player that they are going to fail the challenge if they do not hurry up.

**What technologies do not work as intended?**

**What bugs can be fixed on future iterations of the project?**

**The Obstacles Endured**

One obstacle that I have endured is finding the most effective way of implementing the shader that I used. I researched and tried many different implementations of a shader that would visually represent time running out. A couple of the attempts that I considered were altering the colors of the walls to have a “trip” effect and the second attempt was to have rising fog from the ground that the player could manipulate as they walked through it. Both of these methods were either too complicated or did not have a large enough of an impact on the player to consider implementing.