**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.

**The chosen technology**

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

Shaders

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 works as intended?

What doesn’t work as intended?

How possible bugs can be fixed on future iterations of the project?

**The Obstacles Endured**

(Insert detailed list here)

**Conclusion**