Weekly Sprints – AR Serious Game

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# Week 2 Sprint

## Discussion

Talked about different ideas and how they might be implemented.

* AR game with animals and fighting with QR codes.
* AR game with bugs that can tell the user about the different style of bugs.

Discussed different ways that Crowd Simulation could be used.

* AR game simulating crowd in a disaster and how to react the best to it.
* How AR can be utilised inside the tourist app idea
  + Number of points would equal the number of characters is in the game. When the player defeats a level and gets X points, the home village would get X new villagers.
  + Characters can be interacted with

Discussed the art style and assets.

* Liked the style of Luka’s Big Ben.
* Discussed the style of the characters and how they would work in the environment.
* Discussed future assets.

## Deliverables

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| **Person** | **Deliverables** |
| Dan | * Basic AR functionality * Villages and Exploration prototype |
| Luka | * Character Prototype * House Prototype |
| Gino | * Playfab Login |
| Neshko | * Quiz UI Systems * UI Mockups |
| Jai | * Crowd Simulation Prototype * Testing |