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

|  |  |
| --- | --- |
| **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 |

# Week 3 Sprint

## Progress

Gino: save stats and game login with playfab. Saved data such as player level, and coins.

Dan: village, and scene transition prototype in AR.

Neshko: world UI prototype.

Jai: Limit testing with the crowd simulation. Worked on creating a waypoint system, but also worked on Navmesh prototype.

Luka: Eiffel Tower and House, characters. Updated Big Ben and some foliage

## Discussion

Europe: France (Eiffel Tower, Louvre, Arc Di Triomph): England (Big Ben, London Eye, Stone): Italy (Colosseum, Pisa Tower, Duomo): Bulgaria (Sunny Beach, Saint Aleksander Cathedral, Rile Monstery)

Asia: China (Great Wall of China, Forbidden City, Something Else).

## Next Week

Neshko, UI Interface for the Main Menu scene, as well as quiz interface.

Dan, expanding the prototype to add the level variables.

Gino, Finish the database stats. Look at Asset Bundles for database.

Jai, work on stable crowd and interactions with model.

Luka, finish character variations, England sculptures.