269462 HCI Project Proposal

FeedMe

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Website: https://hnuttapon.github.io/FeedME_HCI/index.html

In this modern world Era, people turn to take care themselves in doing exercises, but problem is sometimes people are lazy to do. Even there are many types of doing exercise, we focus on running because it is easy to do without using any sports equipment while running, using only your own effort, and runners also go outside to meet other people. We took advantage from this issue that people want to do exercise along with have fun. So, we decided to do the game for everyone who were bored indoor exercise so that people will have fun while running.

Our system will be built to encourage people to run for their health. We believe that there are a lot of people who are too lazy to run. One of them is us. It's sometime hard for us to go and run in the morning. We often get distracted by something like movies and etc. Running often not my first priority in our daily life. Using this system which is a game that the user will have to run and collect kilometers in order to buy food and water to feed their pets or else it going to die. The game will also have multiplayer mode in case that you can play it with your friends. If one of you are faster, it will make he or she to go another specified route which is out of the main route given by the system in order to slow them down, so that the others can catch up. However, this system can only be used within CMU. Multiplayer mode also accepts only 5 people per room. These are some limitations in the game.

In this game, lots of technologies are required in order to complete the project. In order to track location of players, we will use Mapbox which is an open source mapping platform for custom designed maps. For our virtual characters inside the game, we use Maya which is 3D computer animation software with powerful modeling, rendering, simulation, texturing, and animation tools for artists, modelers, and animators. Then, we combined these technologies together and build the game in unity. This game will be able to work on android mobile. The game will get the players location from phone's location. Using Maya will make the character's animation become possible. That will make the game more interesting.