# Meeting 1

Attendees:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Hobie | Andreea | Jonah | Aaron | Gloria | Shailene | Dima |
| **Here?** | Y | Y | Y | Y | Y | Y | N (Ill) |
| **Work?** | 1 | 1 | 1 | 1 | 1 | 1 | 1 |

## The Week So Far:

### Unity AR testing

Shailene, Gloria & Jonah worked on Unity. Vuphoeria is an AR package that integrates with unity and various OSes to get token-based AR projection working.

By displaying an image on a screen, a camera can detect it and display an object over the top of it.

### Hololens

Updates applied, access granted and ready to be worked on.

### Leap motion controller

Started looking into connecting it to Unity, can be done, need to test with AR and see how robust the systems are.

## Going forward

### The prototype 0.1

We want to have a program that will build a battle map that then streams the models and location info to a phone/hololens. This can be interacted with by the leap motion controller at the center of the map.

Also, we want a phone app that takes info from the ‘server’ and projects it via AR to the screen.

### Work Packages

# 3D Modules

We will need a collection of modules, Walls, monsters, floors, players, etc.

Do we want injured models for monsters

around 2 dozen

# Robust AR

Look at the limits of the AR:

* How many objects can we display
* At what resolution
* Devices: OS, OS versions, Hardware limits.

And then implement it. Most done via the phones but will want it to project from a webcam on the PC.

# Server based operations

We will want a central PC that controls everything, then streams it to the various devices. We will need to set up the base program on the PC to do this, then have an App that runs on different devices to take this info.

# App development

Need an app that takes the streaming data from the PC then will display the objects appropriately. And then update their info as time goes on.

# Create a Character

We will want to have the option for Dms (and possibly players) create their own characters.

Firstly this will be PC minis, human, elves, dwarves, ect. Which can then be changed to be specific to the players

Secondly, we will want to have a custom monster creator which will be harder as we will need to have “attachments” such as wings, extra limbs. Options such as bipedal or quadrupedal.