

Unity Optics

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Team Unity

Members:

- Matthew Rhea (Project Owner)
- Shealtiel Mulder (Scrum Master)
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Unity Optics

- Our project aims to implement a Unity Engine plugin providing 3D-based advertisement tools for monetization
- Our goal is making a plugin that
 - Displays appropriate advertisements
 - Tracks players' interactions with ads
 - Saves information to database for on-storage analysis and computation

Sprint 1

Constructing a basic Unity plugin

- User Story: As a game developer I want to install ads for monetization of their games
Goal 1: Displaying appropriate advertisements
- Spikes: Studying Unity, C# and Git
- Infrastructure tasks: Setup Unity, Visual Studio and database environments

Sprint 2

Building a retrieving layer

- User Story: As a players I am interested in the ads on-screen

Goal 2: Tracks players' interactions with ads

- Spikes: Learning graphics programming to access player's in-game view of the world's objects and materials

Sprint 3

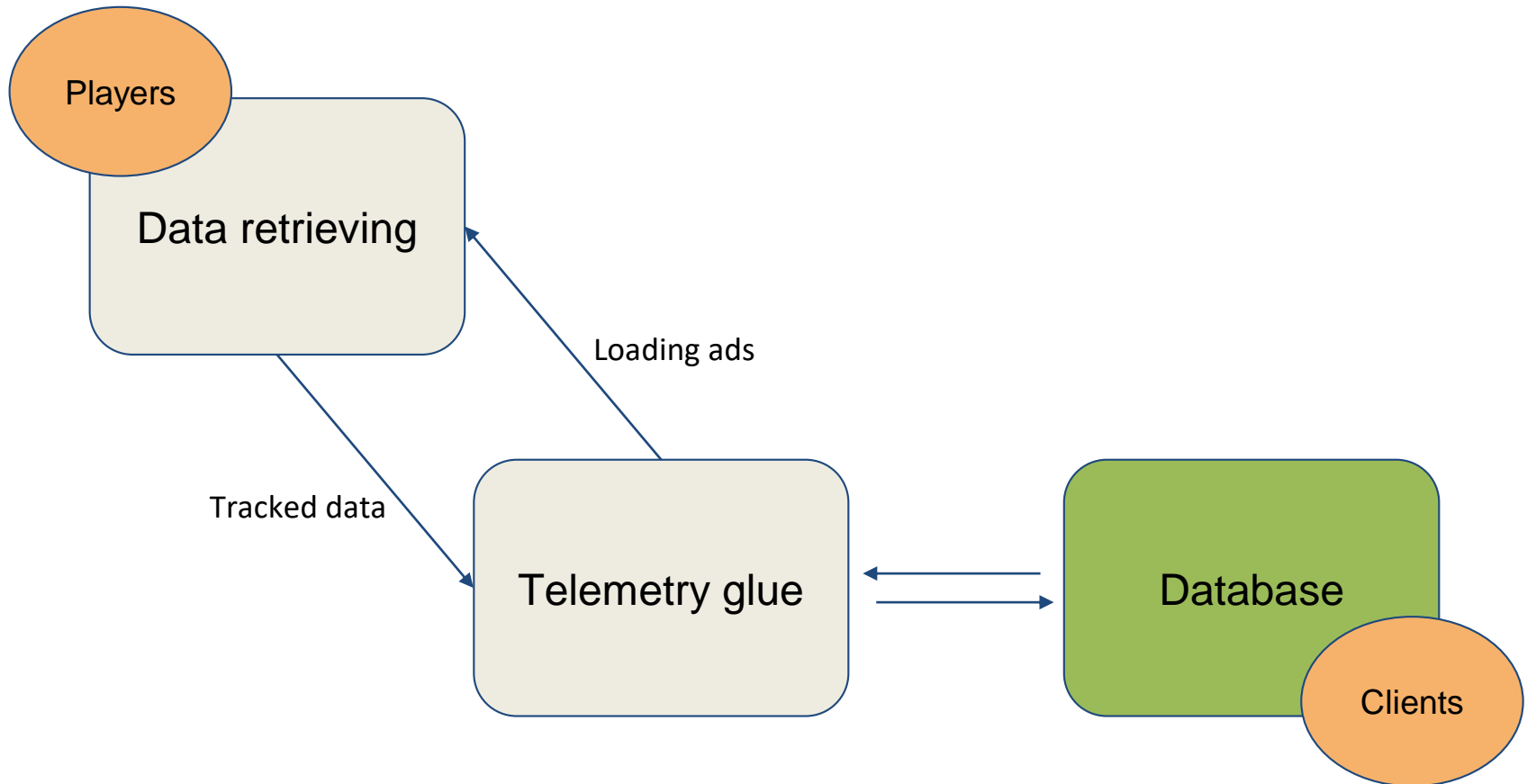
Building a database and complete telemetry

- User Story: As a clients I want to know how effective my ads are

Goal 3: Saves information to database.

- Spikes: Learning how to connect a database to a Unity project and send data between both environments
- Infrastructure tasks: Setting up database and preparing client APIs

Architecture



Challenges/Risks

- Database Interaction with Unity
- Scope of the project may be too large
- Too many things to learn

Technologies

- Unity (C#) & Visual Studio
- Git, Continuous Integration
- FireBase (or some other database to store stuff in)

Minimum Viable Product

Our minimum viable product is a Unity plugin that can be:

- imported into the engine
- attached to any object within the game world

When this attachment is within the player's view:

- track time spent watching the object amongst other data.
- This data is then sent to and stored on a database