MyPAM Meeting 4 Minutes

12/07/19

Present: Martin, Adam, Mitchell, Will, Justin

* On the 31st of July there will be an international student presentation event, we should develop some presentation content, demos, see if we can get the system working with the MyPAM, etc (32 students will be attending)
* Facial recognition might be viable using a £150 camera with depth sensors
* Matt might be coming in to see the progress on a Friday some week.
* On the Friday 26th there is a Serious Games Academy Sandpit from 1pm to 3pm, lunch provided, to discuss the future of teaching game development software to the rest of the university. We want to develop a demo for this event.
* The therapist will be visiting on the 16th August

**Mitchell**

General:

* Mostly worked on decoupling the middleware from the games so they do not rely on each other’s refresh rate
* Worked on improving connection loss detection
* Has managed to get the frame rate up to about 144fps
* Has also been working on a more user-friendly interface
* The interface will have screenshots of each game
* Current plan is to press a button to increment the game select, then wait to select the game

Actions:

* Include a meta file with the game select folders so we can set parameters like what kind of trajectory control it will be, whether the game is locked or unlocked, the mechanism for unlocking the game- this would be a similar mechanism to achievements, where reaching a certain level will unlock the “achievement” (the next game)
* Drip feeding games should increase interest in the exercises
* Need to work out control schemes for the interface, click to change or click to select, click to change and hold to select, etc?
* Learn how JSON works

**Will**

General:

* Added local files with 4 folders, which contain multiple files each
* Metrics like coordinate data, session timings, logs of attempts for each level with each level etc
* Ghost mode shows a ghost following the patient’s best success for that level
* Added a bridge width adjustment script that should temporarily increase the width of the bridge with each failure of a level

Actions:

* Send the latest version of the Monkey Bridge game so that Mitchell can test it on the Nook with the new communication protocol/system
* Fix width adjustment
* Look into SQLite
* Learn how JSON works
* Explore gamification of the game, with textures, maybe animations, maybe cutscenes, a story, etc
* Explore game difficulty alterations such as adjusting the angle of the camera, which would also make it look better

**Martin**

* Contact Matt to discuss showing him the projects progress, and getting assistance with integrating existing games with the new system, by adjusting the communication protocols used
* The project demonstration will be put together on a Nook