MyPAM Meeting 5 Minutes

19/07/19

Present: Martin, Helcius, Mitchell, Will, Justin

* Matt is willing to work on the project
* Serious Games Academy event is next Friday
* Invite people to bring their laptops to demonstrate their own projects
* We need to prepare something that goes onto a monitor
* For the international event we plan to have the hardware so that we can demo the project
* The poster can have general aims and goals of the project and internship, then use the demo as an interactive element
* We could use the demos as a preliminary test, which would also encourage them to talk about the project
* We need to prepare for the presentation events
* We need to decide what extra weeks we want to work

**Mitchell**

General:

* Made the game selection menu fully scalable
* Pressing space changes selection
* Holding space selects the selected game
* Added assistance options to the virtual controller
* Added patient mode
* Started working with JSON
* Future game builds need to enable .net.4.0
* To get games to with JSON we need game developers to install JsonDotNet from the asset store, we would have to tell them to include it in their project / we can include it in the game development package
* We could put this package on the Unity asset store, since we’re dedicating to Unity

Actions:

* We should be able to get the passive hardware set up so that we can demo the games with physical hardware
* Look into the package manager for Unity (NewGate)
* Apply for the international student conference event
* Prepare for the events
* Start working on the database
* Look into the user login system

**Will**

General:

* Added a texture to the bridges, with a script to adjust tiling dependent on bridge length
* Added texture to the water, one version with just a texture and moving up and down, another version with imported scripts to create poly waves
* Added texture to the player, with a script to make it roll with the movements it makes
* Added textures and new models for the islands, with a separate prefab for each model so that it is easier to drag and drop to create new levels

Actions:

* Develop a way to create levels from a text file, so that a non-unity user can easily generate new levels
* Develop a way to generate the text file with a simple interface such as a separate unity game, or an excel sheet
* The interface could give drop downs so they can select the appearance of the level
* The camera angle could be adjustable, such as having it follow the player or view the whole level, adjusting the angle
* Need to work out if having player movements not directly proportional to the joystick movements would be conductive to rehabilitation of stroke patients

**Helcius**

General:

* Worked on integration with the virtual controller
* Tested perspective view
* Presented at the student seminar
* Game testing and debugging

Actions:

* Devise a test for perspective view vs orthographic view (we can get people to test while demoing, if we’re testing different features then it needs to be smooth, we can’t have several minutes changing things while people are stood around watching)
* Look into camera movements to give the perception of flying
* Prepare a demo for the upcoming events