ATOS Exo-Game Gamification Team

Members: ZAC LUONG, ARJUN KHURANA, JUSTIN KIM Date: 24th March

The past two weeks have been primarily focussed on completing the PoC of the project. We had previously decided to use Unity to develop the app instead of OpenCV. This was decided due to the vast resources contained with Unity. However, we encountered some issues with implementing the map into the game.

Meeting 1:

We met within ourselves for roughly 30 minutes. It consisted mainly of tracking our progress so far, and initialising the next steps we will take, in particularly regarding the PoC. The entire team was present.

Meeting 2:

We met within ourselves for our weekly lab session. This meeting lasted around 2 hours during which we demonstrated our progress to our TA. We presented a video of the workings of our project.

Meeting 3

We met ourselves to continue working on the project. However, we faced a drastic issue. The code generated from Unity failed to work with our current Xcode UI due to a high complexity of links. After multiple attempts at modifying the code the issue could not be resolved.

Meeting 4

We met to discuss ways of resolving the issue aforementioned however we finally decided to build the app from scratch using Vuforia and Unity only. Additionally, we developed a sign in/sign up page along with AR part.

Meeting 5

We met again to decide upon the next steps. We came to a conclusion to work integrating the reward table as well as the maps and geolocation feature. Additionally, we had a meeting with our client via Skype, during which we presented to the client a demo of our project so far.

Tasks completed:

- Further developed the PoC.
- Implemented a sign in/up page into the app.
- Implemented the object into game, along with interactions.
- Demonstrated our app to our client.

Problems that need resolving:

- Use the Unity support for implementing a map effectively.
- Recognising the advertisement board using geo-fencing.
- Find an alternative to Google maps API.
- Modify the code generated from Untiy.

Plan for the next two weeks:

- Research into alternate map functionality for the PoC.
- Further develop the PoC.

- Try to implement the Google map API as intended.
- Implement geolocation for recognising the advertisement boards.

ZAC LUONG:
As team leader I decided to set tasks for the team and set up a meeting with our client. In addition I tried modifying code generated from Unity into the Xcode UI. Furthermore, after the modifications failed I implemented the AR functionality within the PoC to recognise a pattern.

ARJUN KHURANA:
I have continued to work on implementing the object needed for interactions into the game. In addition, I have worked at solving the issues with the map functionality into the game.

JUSTIN KIM:
I have continued working on the PoC in order to modify the code generated from Unity into Xcode. Additionally I added the necessary interactions from users in the app after the modification of generated code failed.