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— REACTIVE —

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S P A C E S

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API



POST MORTEM

DESIGN STUDIO 4 | DEC 19 2014

FOR PROF. ALI ARYA | MARCO | MATTHEW | RYAN | ZARA



Project Achievements

Having created a similar project last year, we were able to plan our time fairly accurately. Overall the project went quite well and turned out very close to the initial designs that we had.

Lessons Learned

Ryan:

Working on the API I learned a lot about socket connections and how to pass data between processes and over networks. Also, I now have a much better appreciation for reliable distributed systems and online games. One of the greatest challenges on this project for me was ensuring that data remained consistent and all connected machines remained in sync.

If I were to do this project again, I would definitely do more research before jumping into development. Because I was working with .Net for the first time, I was unfamiliar with the libraries and types that come with it, and found that I was having to backtrack and change things that didn't make sense as I learned about the platform.

Marco:

The four months of working on Reactive Spaces API has gone pretty smoothly. As the group member in charge of the marketing and game demo look there were challenges with a mixture of familiarity in my roles. I created a concept of strong colours (green and pink) that would stand out from the backgrounds (black and light grey). I used these colours in bold icons and designs. I wanted to create posters, stickers, and a demo game that all felt together. I worked on creating concepts for the poster. The beginning designs were not enjoyed by some group members, however through iterations the poster was completed. The poster led to the design of the stickers.

The Demo Game had sprites and assets that I created. I created the vortex sprite in after effects and exported it as an image sequence. I had never done that progress before so I discovered after effects rules and tricks along with rendering techniques. Editing the UI of the demo game was new to me as well. I got help from Ryan, however I got a better understanding of Javascript and programming processes.

Matt:

I wanted to make sure that our website properly represented the quality of the developed API. I researched the latest trends in web development and applied them to our webpage. Also, I made the website responsive so that it can be properly displayed on any device. Through doing so I learned how to incorporate new responsive features into web pages. After the first iteration was completed, it was scrapped because it didn't properly represent the API. If I were to do this again I would put more time into solidifying the design before developing the website.

I also learned new techniques in After Effects when developing the demo day advertisement and demo day promotional video.

Zara:

I have used javascript to aid in creating websites but never have I made a game using javascript, so it was hard for me to get into the javascript mind set. Instead of using classes like in C++ or C# I had to create my own using objects, which was hard at the beginning to manage and understand. I would do differently would be to plan out exactly how I would manage the different parts of the game. This would have saved me time while I was building the game instead of having to reorganize how I did everything part way through. I would also like to have more practice what javascript and canvas before starting this project.

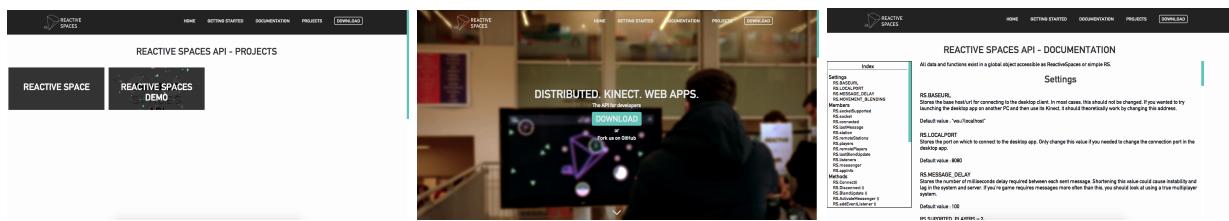
Promotional Material

a. Website

The website will contain information about the API and example games developed with the API. There will be a download link for the API available on the website for developers to start developing with. Also, a link is provided that will give developers access to our files on github. The website will list the key features of the API, the documentation for developers, and contact information. The website has a colour scheme that will be incorporated in each of the promotion materials and match the design of the desktop API and the example game. The website will be the main medium for promotion.

[Reactive Spaces API website](#)

Website:



b. Posters / Stickers

The posters and stickers will be used to create interest for programmers and to get them to visit the Reactive Spaces API website. From the team's experience, programmers love stickers. On the demonstration day the team will be handing out stickers for interested parties to keep. The posters will be used both electronically and physically to promote the API and live demonstration day.

Poster Design:

The posters were printed on cardstock paper with the dimensions of 11 x 17.



Sticker Design:

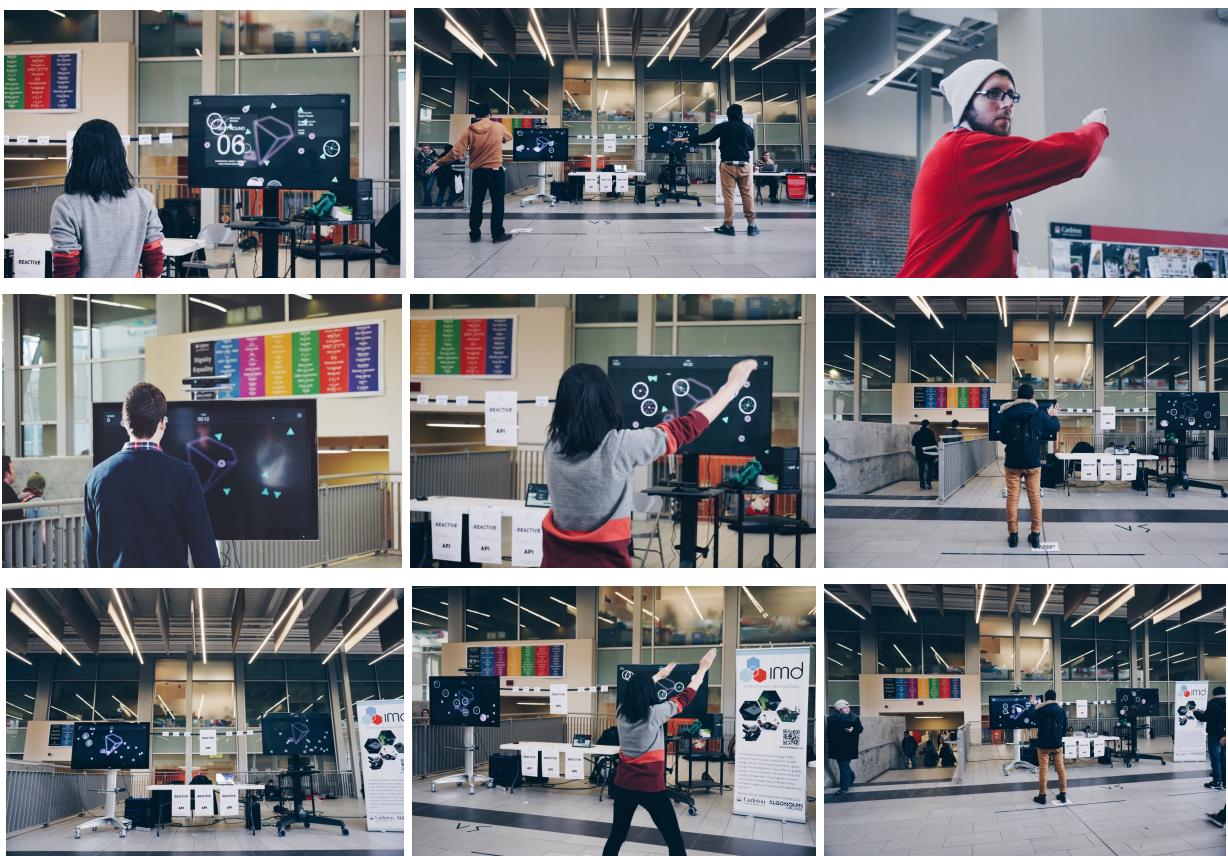
The stickers were printed as matte 4 x 3 stickers. This allowed for enough space for the slogan, website, 'Reactive Spaces API', and the logo.



c. Live Demonstration / Demonstration Video

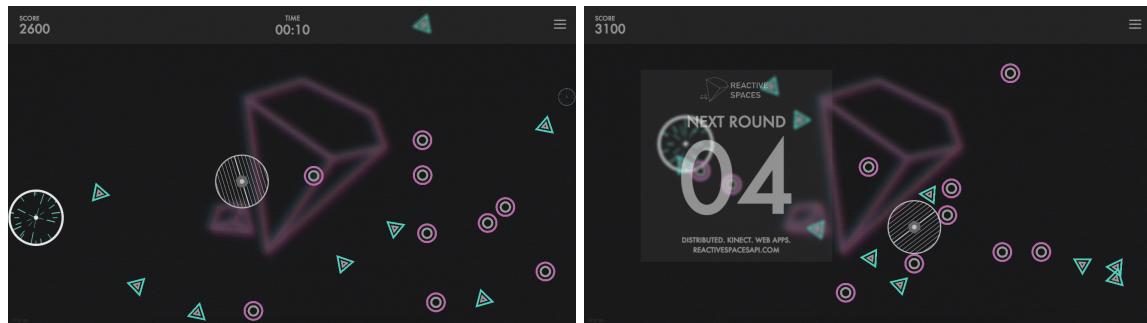
The demonstration day will be held on Monday December 1st and will be used to show off the API with the use of the example game. The demonstration will be stationed at the fourth floor university center from nine in the morning to three in the afternoon. There will be two televisions each running the game with kinect to show off the features of the API. During the live demonstration the team will be giving out info cards and stickers to whomever would like them. The demonstration will also be filmed in this time period to promote the API on the website.

Photos from December 8th Demo Day:



Demo Game:

The demo was used for the December 9th demo day to show off the capabilities of the Reactive Spaces API.



Demo Video:

<https://www.youtube.com/watch?v=582207wYUeo>

List of Individual Contributions

Ryan

- API
 - All functionality
 - Visual style implementation
- Server
 - All functionality
- Demo Game
 - UI system and Blur Effect
 - Round system / timer
 - Tweening animations & effects
 - Implement API / Kinect interaction
 - Debugging
- API Documentation

Zara

- Demo game
 - Dot generation and behaviour
 - Main dot, large dot, and score dot movements
 - Collisions
 - main dot collision with hand locations
 - score dot collision with large dots
 - Scoring System
- API Documentation

Marco

- Marketing Plan
 - All sections
 - Posters & Sticker design & printing
- Demo game art
 - Icons/Sprites
 - Concept/Look and feel
- Demo Game
 - Re-formatted text / pause menu
 - Added background image
 - Updated sprite images

Matt

- Website
 - All features and functionality
- Teaser video for demo day
- Final promotional Video

Links to Online Content (public and private)

[Project Website](#)

[GitHub Repository](#)

[Google Drive Folder](#)