Gods of Calamity

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Project Overview

- Create a product that demonstrates the practical capabilities of eye tracking technology.
- Apps like this have existed for different types of peripherals.
- By creating more software for this kind of technology, the hardware becomes more accessible for the people that will benefit from it the most.

Project Requirements

- Intuitively teach users how to operate gaze interaction gestures.
- Has to be usable by people living with ALS or other similar conditions.
- The finished product must be simple to set up and use.
- The product requires minimal caretaker interaction.

Project Solution Approach

- Universal Windows Platform (UWP) Application
  - Created with C# and XAML
- Entity-Component System Architecture
  - All objects are entities
  - Entities have components
  - Components are manipulated by systems
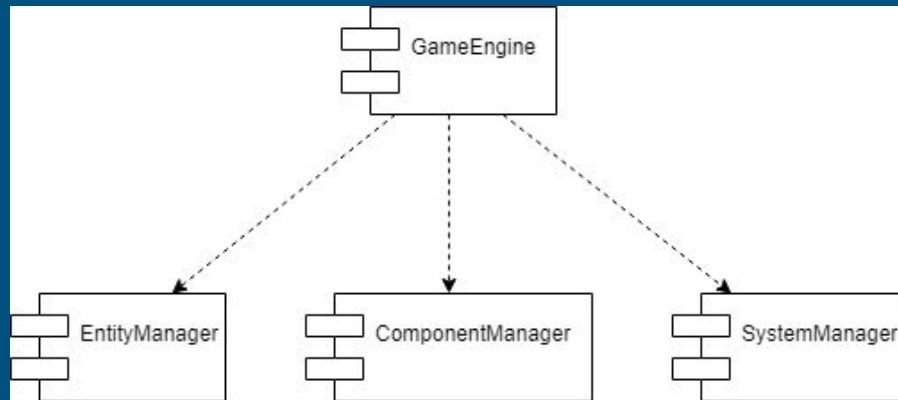
Technologies we're using
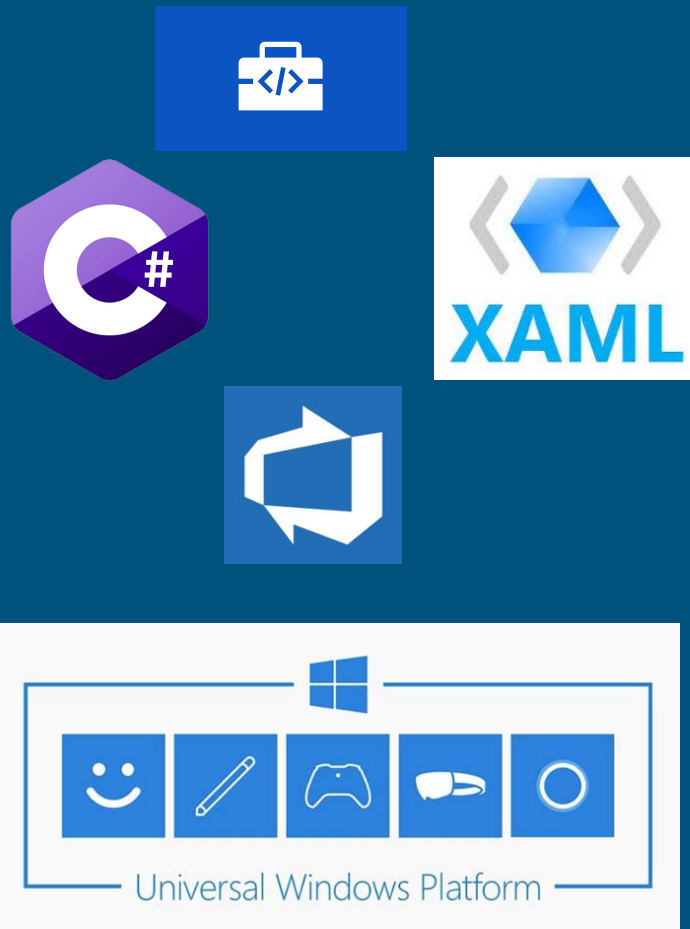
Testing, Validation, and Acceptance Plan

- What testing approaches we will be using:
  - Unit tests
  - Integration tests
  - Functional tests
  - User tests
  - Continuous Integration
- If all game features identified are implemented and act as intended (passing all tests), we will consider the game complete and deliverable.

Expected Components for the Alpha

- Alpha prototype exhibits major functionality for all components employing gaze interaction.
- The prototype communicates the concept of the game through all systems and assets.
- The game is intuitive to pick up and play (no tutorial required).
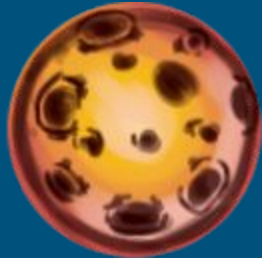
Summary

- Lessons learned so far:
  - SCOPE CREEP IS A CRUEL MISTRESS!
  - Client expectations are not always easily interpreted

- Cool Bits:
  - Testing out the Microsoft Gaze Interaction library applications with Tobii eye trackers was super cool!