

# Issue List

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## 1 Synchronizing

Can Unity synchronize the frame rate on all four walls with the current setup of four slaves and one master computer? Is this supported? If not, would it be possible to write this and how much work would this be?

### 1.1 Latency

If synchronizing is supported, what is the latency of it? Is it possible to reduce this latency?

## 2 Sensor Support

Is it possible to use the controllers that are currently used in the augmented reality lab in Unity? If not, can this be built and how much work would this be?

## 3 Player Tracking

Would it be possible to use the delivered equipment for the augmented reality lab in Unity or is implementation required?

## 4 Multiplayer Support Casanova

Is it achievable to synchronize the game logic over the network simply using casanova or does the game logic need its own multiplayer implementation?

## 5 Uniqueness Concept

How unique is the concept of a survival game and has it not already been made for an augmented reality lab?

Answer: As far as research has shown there is not yet a survival game made for this setup that was made for the same purpose as the concept for the augmented reality lab. The concept of creating a survival game that requires co-op interaction between the players within an augmented reality lab has as of yet not been realized.