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**Project report**

#### Rediscover your world !



Sommaire

Introduction

# USER DOCUMENTATION

**1/ Presentation**

In this section, we introduce the game “*Rediscover your world !”* made for smartphones to a simple user who can be a child, a student or just someone who want to improve his level in English by learning ordinary vocabulary.

The software is about learning vocabulary regarding everything that surrounds us. Especially, we focused on the vocabulary covering home and its surroundings. The user can move through a virtual world which looks like its own and learn every word that he wants to.



1 : An idea of the environment of the game

**2/ User guide**

* **Launch and equipment :**

First of all, the user has to launch the application on his smartphone which has to features Google’s Android operating system.

Then, the game can be played simply on the smartphone but the user will have a better feeling and the environment will seems more realistic by using 3D special glasses.





The user just has to put his smartphone behind the glasses, look through these and see the environment in 3D. It is recommended to stand in a clear area free from furnishings to prevent collisions.

* **How to use the application :**

Now the game can begin ! Keeping the glasses, the user can look all around him, the camera will move with him.

Then, if the user wants to learn an object’s name, he only has to place the pointer over the item by putting this object in the center of his view and a little window with the description will appear above. Moreover, if the user wants to know the pronunciation of this last, he can push the side button (usually, it is the camera button) and he will hear from the smartphone, a voice pronouncing the noun. Finally, to close the window, the user can simply move the pointer and change of view.

Finally, when the user has finished discovering a room, he can change by using a door present in the place he is standing in. In the same way as for see the name of an object, he simply has to place the pointer over the door to get the description of the room behind it. At this moment, if the user pushes the side button, he will immediately enter in a new room.

* **The environment of the application :**

The application puts into application a house composed of a few conventional rooms :

* A **living room** composed of furnishings like a sofa, a TV, a low table, an armchair… This room has an access to the dining room and to the kitchen.
* A **dining room** composed with a table, some chairs, a cupboard… This room has an access to the living room and to the kitchen.
* A **kitchen** composed with a table, a kitchen sink, a hoven, a fridge… This room has an access to the dining room and to the living room.
* A **bedroom** composed with a bed, a bedside table, a closet… This room has an access to the bathroom and to the …
* A **bathroom** composed with a shower, a bath, a sink… This room has an access to the bedroom and to the …
* A **toilet** which has an access to the …
* An **office** composed with a desk, a computer, some books… This room has an access to the …

À COMPLÉTER !!!! + captures d’écran

# TECHNICAL PRESENTATION

**1/ Mise en œuvre**

* **Outils utilisés :**

Notre projet a été entièrement codé en langage C# à l’aide de différents outils.

Pour l’élaboration des différentes pièces de la maison nous avons utilisé le logiciel *Unity*, une plateforme de développement pour smartphones, ordinateurs, consoles de jeux vidéo et web, développé par *Unity Technologies*. Nous avons choisi ce logiciel pour sa facilité d’utilisation et parce qu’il propose une licence gratuite et sans limitation.

*Unity* nous

Documentation technique

Conclusion

Annexe