Weekly Report

Team Physion

Week 4 (02-01-2010)

Things we did

1. Making and Deciding Game Proposal

During the client visit on Friday, among three ideas, we decided to develop the third idea of African survival. The theme is clearer and game would be more intensive than other ideas. We would try to combine with the first idea of FPS.

The second idea (jumping game) is very unique and good to show technology. However, it might have higher learning curve.

Besides using Wiimote, laser or arcade gun can be considered.

1) FPS shooting game
   - Use gun model with wiimote to aim.
   - Biofeedback augmented with various weapons.
   - Focused brainwave (Gamma and Beta) make aim steady with sniper rifle.
   - Fast heartbeat enables fast fire rate of machine gun.
   - Based on Galvanic Skin Response (GSR), excess nervousness would blur screen.
   - Replenish energy when player relaxes.

2) Balancing jumping game (abstract, space-y feel)
   - Use wiimote to balance.
   - If you are focusing, the floor (jumping panel) becomes wider.
   - Stable heartbeat would stabilize the floor and make easier to balance.
   - Nervousness or stress would delay your jumping action.
   - Character would jump when player actually jump, using HMD sensor. (We will not use HMD but just the HMD sensor.)

3) African Survival game

- Similar to FPS shooting game except you only have one weapon and tons of zombies.
- Increased heart rate and GSR attract wild animals and you will need to shoot more of them to stay alive.
- Focus brainwave makes your aim more precise and vice versa.
- Goal is to survive as long as possible.

2. Prepare presentation

As Lockheed Martin visited Friday 02/05, we gave quarter presentations. Also, we prepared for coming quarter presentation. LM suggested giving brief explanation of GSR because some of audience may not familiar with it during presentation.

3. Item Research

Upon the request of client, we researched more items and made the first Device Search Report. In device research, price criteria are relative. If we think that it is good device with very high price, please let client know for future reference. For Lockheed Martin, it might not be expensive.

Attached File: Device Search Report

4. Making Demo

As we successfully made demo program using Mindset and modified the data mining program using IOM, we showed to our client.

Things we will do

1. Making and Deciding Game Proposal

As we decide to make survival shooting game, we would start designing game scenario and game play.

2. Item Research

Besides using Wiimote, laser or arcade gun can be considered. We would research and ask technical faculty. In addition, we would research on Beyond VR and Thought Technology.

3. Prepare presentation

As quarter presentation is coming, we would prepare.

4. Program Stability

As mindset and IOM sensor works on particular system and need some time to operate, we would try to program stable and learn how to use in our game.