



Y1 Demonstrator (D6.3)

» Presentation

» Current status

» Related issues

Content



Presentation

- » Demonstration of the 3D tracking technology using metaio SDK.
- » Create a SP/MP game over the city model: Fire mission and BK mission.
- » Trying to create an engaging experience for the user.





- » As we stressed in the Paris F2F meeting...
 - > Game will take place on the “real city model” presenting an imaginary scenario in which player will have to deal with different situations.
 - > Players will be able to interact with objects thanks to 3D tracking on the real model.



- » As we stressed in the Paris F2F meeting...
 - > Game will have a SP/MP mode game, allowing player accomplish the goals in a limited time and “fight” against the other to create a more complex situation.
 - > Game will have a simple and comfortable interface as the user has to move around the “real” 3D object (city model) to play.



» Proof-of-concept demo application

- > With the concept in mind, an early demo made before 3D tracking was available to demonstrate the idea of the game control.



» Proof-of-concept demo application

- > With the concept in mind, an early demo made before 3D tracking was available to demonstrate the idea of the game control.
- > One of the ideas behind the concept is to avoid the “tired arms” effect in the user, so controls are near to the most comfortable way the user can interact with the game.



Use case

» Extinguish the fire:

- > Goal:
 - + Use the tools of the game to extinguish the fire or city model.
- > User will be able to play around the city model, driving a fire truck to extinguish the fire at different points of the city.
- > There will be different kind of missions to choose.
- > User will have a limited time to get the goal.
- > User will get different unexpected situations to make the game more difficult (stones thru the street, problems with the truck...)
- > Perhaps we can add some additional tasks like rescue people...
- > MP option will allow the other player to create unexpected situations making the situation of the game more complex and funny.



Use case

» “Burger King” mission:

- > Goal:
 - + Accomplish all the requests from clients to get “fast food”.
- > User will have to go to the Burger King site to pick up the orders (with a limited capacity) and serve them in other places.
- > In the MP experience, the opposite player will have 10 “problems” to create around the city to get the mission more complex for the other user.
- > There will be limited time and different scenarios.



Current status

- » Testing on 3D tracking over the city model recently received.
- » Tested on other platforms (iOS) with good/fair results.
- » Presenting doubts to metaio about the right way to work on 3D tracking tool.



Roadmap

- » May 2012: Test and best practices.
- » June 2012 (end): SP games demonstrator.
- » July 2012 (end): MP games demonstrator.
- » August 2012 (end): First Y1D prototype.
- » September 2012: Fixes to Y1D.
- » October 2012: Final approval and tests.



Related issues and fixes

» VEDI device:

> Issue:

- + Camera issue on recording 3D tracking (upside down)

> Actual situation:

- + Testing with a **hacked** version from metaio that currently “avoid” the problem, although we continue with the problem on development phase.

> Possible solution:

- > Use another Android device while current problems are solved.

> Issue:

- + Some blocking situations on device

> Situation:

- + Notified thru steerforge and currently on fix

+ Possible solution:

- + Use another device and generate feedback testing on VEDI device.



Related issues and fixes

» Creator Mobile

> Doubts:

- + Right way of creating 3D tracking.
- + Can I add single tracking over a created tracking?
- + Recording minimum/optimum time?
- + Optimum recording surface and light conditions?
- + Some development issues about object referencing to the markers?
- + Ensure my 3D tracking will work on other's city model?
- + Better record and play on the same device?
- + ...?

