D3.3 Gaming component

ID and title	D3.3 Gaming component
Description	Technical implementation of the Gaming component
Work package	WP3 Development and implementation
Status	Final
Type	Software
Confidentiality	
Version	V1.0
Actual date of delivery	30-10-2019
Contractual date of delivery	
Responsible partner	EVIC
Reviewer for external release	All partners

Project name	MI-Tale
Project number	70-73500-92-032
Project start date	1 May 2017
Project duration	24 months

Software history

Version	Date	Status	Changes	Author(s)
V0.1	15-08-2018	Alpha	Initial version gameplay.	Arne Leeman
V0.2	15-09-2018	Bèta 1	Processed review remarks. Added initial version gameUI.	Arne Leeman, Bob Kennedy, Marius van Dalen
V0.3	15-10-2018	Bèta 2	Processed review remarks. Updated gameplay and gameUI.	Arne Leeman, Bob Kennedy, Marius van Dalen
V0.4	15-11-2018	Bèta 3	Processed review remarks. Updated gameplay and gameUI.	Arne Leeman, Bob Kennedy, Marius van Dalen
V0.5	04-01-2019	Bèta 4	Processed review remarks. Updated gameUI for HD tablets.	Arne Leeman
V0.6	10-02-2019	Bèta 5	Processed review remarks. Updated mobile apps.	Arne Leeman
V1.0	01-09-2019	Final	Processed evaluation results of the pilots. Updated scaling of card images to show them as large as possible, given the aspect ratio and available screen size.	Arne Leeman

Contributors

Partner Acronym	Partner Full Name	Person
EVIC	Eerste Verdieping Internet Communities	Bob Kennedy, Arne Leeman, Marius van Dalen

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1 Summary

The main goal of the MI-Tale project is turning the mapping of memories into an interactive game [1]. The functionality of this game and the environment is specified in deliverable D3.1 [2].

MI-Tale offers a personalized environment with different *game* types. It uses a shared and personal library of *categorized media*, like images, movies and audio. Gameplay can be *recorded* and is *logged* for analysis. M*emory books* with images and movies can be created to support a *life review* [1].

The application is accessible via the Internet on both desktop PC's and tablets; can be played either as a single player or in a group and will be used in different settings.

For gameplay and gameUI, extensive research and design was done by partner Lifetool prior to implementation [3][4]. The implementation of the designs was done step by step to be able to adjust specific requirements when needed. A lot of (extra) effort went into the implementation of the gameUI, specifically for mobile devices. We needed a lot of trial-and-error cycles and simulations to get the presentation on HD tablets correct. Given the sheer amount of gameplay functionalities, this put a great strain on available resources.

Technically, gameplay and gameUI are separate components in the Mi-Tale platform. Like other Mi-Tale platform components they are implemented as JSR-186 and JSR-286 components. This greatly facilitated continuous development and testing. It also allows for smaller or greater revisions in the future, based on the outcomes of the field trials at the pilot sites.

For review, all final implementation results can be checked online by browser and/or Android app. Document D3.2 lists the available resources for this.

1.1 References

[1] D2.2 User requirements report, 18-10-2017, version 0.1

[2] D3.1 Architecture and Component specification, 15-06-2018, version 1.01

[3] Mockup for MI-Tale, LIFETool, 06-03-2018

[4] Interactive prototype for MI-Tale, LIFETool, 28-05-2018