Aperture Bioscience Laboratories

Progress Report 3 for NICView: A NICU Simulation

Due: 12/2/14

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I.   Achievements of the Week

This week, we have selected and downloaded a program to design the specific 3D meshes and animations for our in-game simulations. We selected Blender, a software available for free download from an online system for both Mac and PC. While we still have a lot of work to do on the mesh design, we finished all tutorials for Blender and began the rough outline for our baby. Blender images can be integrated into our Unity 3D game design, so it is an ideal software for our needs. Jen has finished the coding tutorials for Unity's C# language and has a few small code snippets for basic number input.

Dr. Krakauer has sent us our second simulation scenario. Lindsey, Caitlin, and Amy have begun to plot and flowchart the scenario. It is longer and more intricate than our initial scenario, as expected, so it will take us longer to chart it. However, we have developed a charting system that will allow Jen to logically code all of our scenarios into the program, which will increase our group's efficiency and hopefully allow us to code for more scenarios than originally expected. Alongside the second scenario, Dr. Krakauer has begun to send us real-life images that we can use in game, and we have discussed and planned for possible ways to implement them into the game. During different steps of the simulation, we are going to create pop up links that appear in the player's toolbox. When the player reaches a certain point and obtains an image, we will code in the real-life images and store them in the toolbox, where they player can reference them as needed. An example image is shown below.

AJV
RIGHT SIDEUP
50@2.0/1415HRS
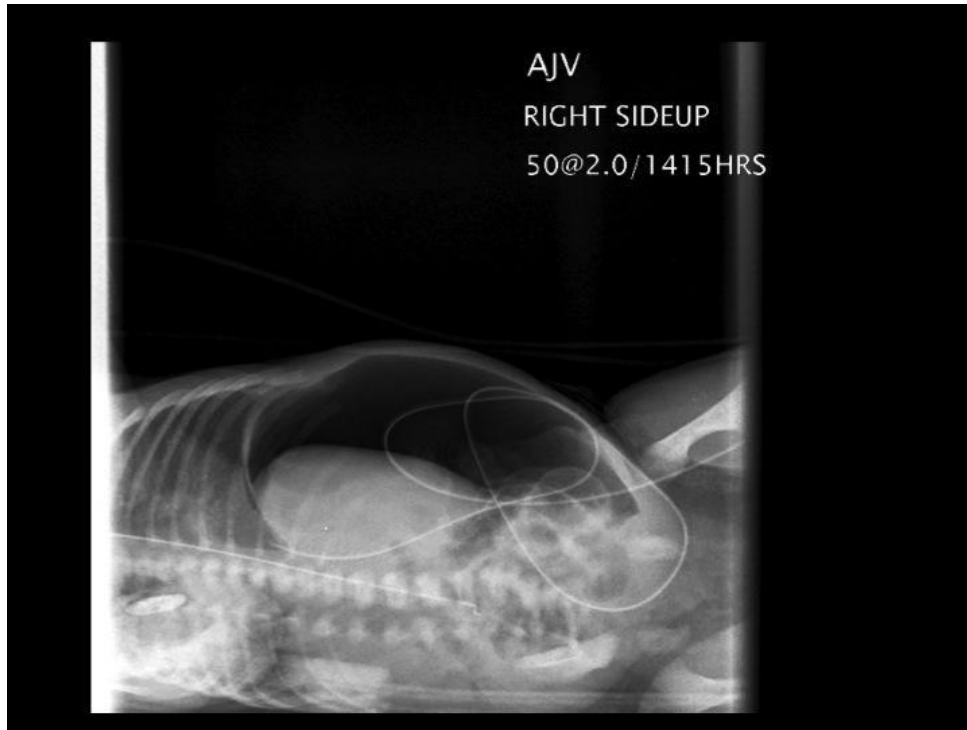
II.   Deviation from the Plan

Because of Thanksgiving Break, we were unable to meet with Dr. Krakauer last week.
However, we plan on meeting her this Friday (December 5). We are actually ahead of
schedule because all group members were able to dedicate some time over break to
improving their ends of the project.

III.   Corrective Action

Because we are ahead of schedule, we do not need much corrective action. However,
because the baby isn't completed yet and we need an object to begin coding for, we will
have to give Jen a "dummy" object to use, which we will replace in the future with our
final mesh design.

IV.   Plan for Next Week

We will meet with Dr. Krakauer on December 5 and discuss the second scenario to
ensure that we have a thorough understanding of it. During that meeting, we will also
discuss patenting, IRB, and future business outlook with her. Based on advice from Dr.

Walker, we hope to meet with a representative from CELA to discuss future opportunities for our project with them. All of these meetings will be done before Winter Break. Over break, we will have time to focus on our game design, as we will not be physically meeting as a group. By January, we will hopefully have more code, a rough sketch of our in-game baby, and a logical flow chart for our second design scenario.