

Emerging trends Individual Report

ACCB6019

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Project StrideVR

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Introduction

This report will go over teamwork experience, any issues that were experienced during the creation of the product, my own contributions to the project as well as an evaluation of the final product created for Emerging Trend and the hackathon.

Teamwork Experience

The overall experience of working within a team for this project was constructive and efficient, with the team being made up entirely of students who had worked together on previous projects before, as well as being from the same course, BA Computer Games Design.

The group was created before the start of the current semester which did contribute to how quickly the group managed to start working on product proposals and ideas.

Before finalising the idea of “StrideVR”, we held a group discussion beforehand where we openly discussed different product ideas. Each group member presented an idea, and each were evaluated with how easy it would be to further develop, and how we could apply the knowledge we have of 3D modelling software and game engines.

The group’s communication was effective and efficient, with the creation of a Teams page as well as a dedicated discord page for us to share information and schedule meetings and deadlines. This was organised by group members Morgan Jones and Andrew Davis.

Team performance

Ratings:

Morgan Jones 5/5

Andrew Davis 5/5

Rory Evans 5/5

Michael Dawe 5/5

Gilleen Yves Jofre (Myself) 4/5

Contributions made by all the Team members justified their ratings in the end; Morgan Jones worked on both market research as well as calculate costs, Andrew Davis helped with market research as well and implemented the User Interface(UI) onto a demo of “StrideVR”, Rory Evans created finalised concepts of the Menu UI as well as concept for environments to be used in “StrideVR”, Michael Dawe created hardware versions of external sensor as well as working in the evaluation of different game engines. Lastly, I created the wireframe for the UI and Menu UI as well as looking into how to market our product and how to monetise it, this would be through the creation and sale of game levels within the application (Downloadable Content) as well as possibly battle pass implementations to create a rewarding experience for the player and to incentivise fitness. Another part of my work was the design of controller grips for use on workout equipment.

Overall, each member fulfilled their role and presented more than adequate work.

As previously mentioned, communication was a key highlight of our team, with each member always being on hand to discuss and help each other where necessary.

Each member made a concerted effort to work on schedule with what was discussed in our Gantt Chart.

Product evaluation

Our product does make a concerted effort to break into a market that has been vastly overlooked by most Video Game Studios and fitness firms, with most current products being either a “living room” experience (Nintendo Wii Fit [1]) or make use of expensive equipment that adds to the complexity of the experience.

We are proposing an experience that will allow users to walk, cycle and run through a 3D digital environment in Virtual Reality, with a variety of level available for purchase as well as potential licensed properties included within the experience.

Our discussed proposal is to:

- 1) Make a standalone Meta Quest [2] game experience that makes use of either a lost cost sensor or of the tracking provided by the VR kit.
- 2) A proposed retrofit of existing or new gym equipment that will house computer equipment to run “StrideVR”
- 3) Create a platform that will allow other game developers and designers to create levels for use within “StrideVR”

One of the main issues of making a standalone experience is the limitations of Android and how it works with Unreal Engine [3] and Godot Engine [4]:

- 1) Android has limited capabilities when it comes to have external components connected to it since this is a modified version of the operating system. It is made to be simplified for use within Virtual Reality and with only a select few pieces of external equipment. This means that tracking and sensing of movement is highly limited without tinkering with the operating system itself, this limited the functionality of the product within the scope of this project.
- 2) Unreal Engine and Godot Engine have limitations to how far a user can scroll using a mouse, making it so if the proposed use of a mouse to track the distance moved by player limit in the current versions of the engine.

Conclusion

In conclusion, the work created for this project met every criterion given to us by the brief, with a product proposed and demonstrated that is viable to be created and monetised. The group worked in a well organised manner, with the contributions of each member satisfying the needs of the project.

References

[1] Wii Fit. [Software], Japan: Nintendo, 2007.

[2] “Meta – VR headsets, smart displays and AR glasses,” *www.meta.com*.
<https://www.meta.com/gb/> (accessed Mar. 25, 2025).

[3] Unreal Engine, Version 5.5, [Software], North Carolina: Epic Games, 2025.

[4] Godot Engine, Version 4.4.1, [Software], Buenos Aires: J. Linietsky, A. Manzur, 2025.