Abstract

Today gaming is an inherent part of the lives of all people and the focus has shifted from fixed display gaming to Mixed Reality, leaving a gaping hole for secure software engineering approaches addressing both technical and human factors; along with the limitations of the current practices which shadow the outlook of the overall gaming experience. In this paper, we
Using Re-Usable, Secure Software Engineering Principles for Designing user Focused Mixed Reality Systems propose solutions to overcome the drawbacks of currently implemented software solutions for development of Mixed Gaming Systems. As stated above, in the absence of secure software engineering approaches addressing both technical and human factors, the proposed solution needs to give equal priority to developers as well as users to overcome the setbacks. By using software engineering principles, methodologies as well as a new architecture, the features / focal point of Mixed Reality can be created for new and enhanced games with better user functionality, a smoother and robust development process. To lay the foundation for the development of newer games created for a better, more holistic and realistic game experience, the Software engineering principles need to be incorporated on all levels, ranging from abstract standards to operational development, to integration of user centered design activities. To achieve the desired result, implementation of the agile methodology for the software development life cycle is a proposed solution with emphasis on the creation of architecture MVCE (Model – View – Controller – Environment). The MVCE Architecture encompasses the common MVC (Model – View – Controller) pattern with an additional component named Environment to address the specific requirement of mixed reality interfaces.

Reference


Index Terms

Computer Science
Software Engineering
Key words

Augmented and Mixed Reality
User Centered Design
Prototyping
Adaptive
Usability Engineering
Software Engineering
Development Processes