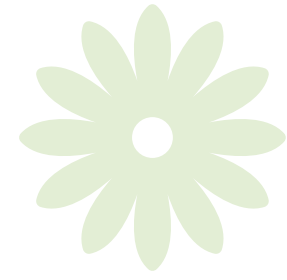# Love Me, Love Me Not

Html/AR Project

What is our project about?

Description: A mapping project for people to share locations
they feel unsafe/unloved/unappreciated

Statement/concept: The simple game we play with daisies Love Me, Love Me Not, is a game in which one person seeks to determine whether the object of their affection returns that affection.Playing this game with a non-binary language, through this app, while picking one petal off a flower the participant is supposedly find out the truth between the object of their affection loving them or not. The player is often motivated by attraction to the object they are speaking of-in this case the city they live in while reciting the phrases. They seek to reaffirm a pre-existing belief.

What we hope to achieve? In this project we hope to map locations in the world the participants are unsure if they get a return for their affection (love, safeness, acceptance) by the public spaces in their cities.There will be two options to experience; only reading the notes and finding the daisies others left or planting your own daisy by using ar and leaving your personal note. By putting notes the participants will be able to leave behind what they have experienced or felt in that location for other participants to find out.

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- Research Phase: https://www.plan.de/safer-cities-map/#/

- This project was made in Germany to map 5 cities. Very similar in idea, but I didn't see a way of adding my own note..

- https://www.unwomen.org/en/what-we-do/ending-violence-against-women/~/media/44F28561B84548FE82E24E38E825ABEA.ashx

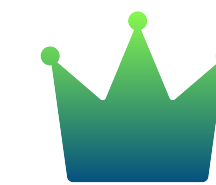- https://www.adt.com/crime Interactive crime maps? Hah

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First Team:
İpek Kuran Yıldırım,
Eda Sütunç,
Ezgi Ateş

Timeframe: 16-18 April created a prototype for an AR App

Advisor:
Rachel Uwa

Timeframe: 16-26 April creating a html prototype

Second Team:
Murat Sütunç
Eda Sütunç

Steps for realizing our idea with the first team

- UI / Front-end
    Program: Adobe XD, Designing how one enters the app, explanations etc.
2 selections-see the map&plant a daisy
Choosing the daisy option, you can select a location put the daisy on the location and leave a note-based all on AR.

- Back-end
    Program: Unity
    -GPS
    -Randomizing leaf number for flowers
    - Clicking and picking the petals off (leaves dropping to the floor and disappearing at one point?)
    -Displaying the type love me love me not every time you pick a petal
    - At the end ()
-3D object-Daisy
    Program: Blender
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UI Design for the App

LOVE ME, LOVE ME NOT

DO YOU FEEL LOVED?

DO YOU FEEL SAFE?

Do you feel subjected to violence
in public spaces in your city?
Does your city make you feel safe?

DO YOU FEEL ACCEPTED?

Do you feel subjected to discrimination
in public spaces in your city?
Does your city make you feel supported?

Would you like to
see the map

or
plant a daisy?

Problems we faced

-Not able to make AR function using Unity, there were problems making the laptop/phones

connecting.

-We had problems putting the 3d model on a map and also keeping the data

-Remote working/covid situation in Turkey made it harder for us as the first team members

had also other occupations, it was hard to meet after the hackathon to continue on the project

💎 Our goals for the future

Publishing the website -25/26 May 2021

Getting feedback & continuing on working on the AR part of the project 🤖