ODIN II

REQUIREMENTS

TEAM 11

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REQUIREMENTS

1. Functional Requirements:

Requirement #	Requirement	Priority	Station Location
1.1	Host Environment in Unity	Must	Host
1.2	Port FOVE to HTC Vive Pro Eye	Should	Peripheral Component
1.3	Gaze Vector Hook	Must	Software
1.4	Touch Controller Hook	Must	Peripheral Component
1.5	Host the program within SteamVR	Must	Software
1.6	Field of View Hook	Should	Software

** Highlighted in yellow have been changed from must's to should's because of COVID-19.

2. Performance Requirements:

Requirement #	Requirement	Priority	Station Location
2.1	Integrate Host with VR Headset	Must	Host
2.2	Correction/Cure of strabismus through the use of VR	Should	Host/Peripheral

3. Economic and Marketing Requirements:

Requirement #	Requirement	Priority	Station Location
3.1	HTC VIVE Pro Eye Platform	Must	Host

4. Power Requirements:

Requirement #	Requirement	Priority	Station Location
4.1	12 Volt Power Supply	Must	Host
4.2	USB Power Supply	Must	Peripheral Components