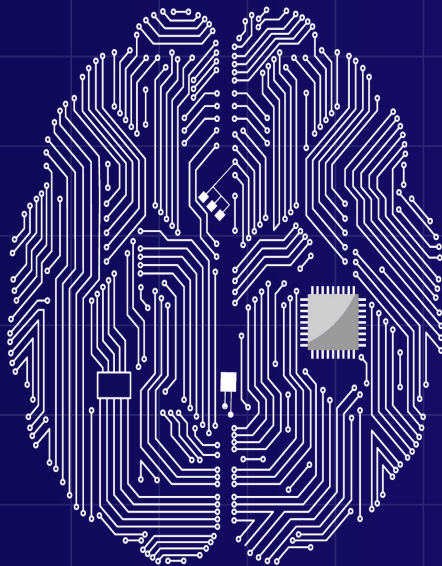




Cognitiv Therapy



Team Members



Eric Guyette
Team Leader



Madi Cole
Developer



Anna Jacobson
Developer



Ofuchi Akpom
Developer



David Ajanaku
Developer

Our Client



Dr. Niki Fowler
Founder & CEO



Ramona Lacy Fowler
Founder & Executive Advisor

Problem

Background

Traditional
Treatments

Provider
Shortage

- 49 million US adults suffered from anxiety disorder this past year (19.1%)
- 80 million over a lifetime (31.1%)

- Inaccessible
- Time Consuming
- Expensive
- Intimidating
- Often impractical

- Less than 200,000 therapists
- 50%-78% Clinician burnout
- 47% of US lives in a mental health workforce shortage area



Solution: Virtual Reality Exposure Therapy

- Safe, controlled environment
- More accessible, faster
- Fills treatment avoidance gap
- Preferred by younger patients
- More practical for therapists

Our VR integrates Artificial Intelligence to generate **adaptive and responsive** environments in **real-time**

- Accessible, No Clinician Required
- Personalized Experiences
- Real-time data insights



Tech Stack



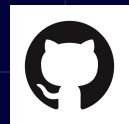
UNITY

Used to create the VR Game.



C#

Used to write the scripts that define the functionality of the Game Objects in the VR Game.



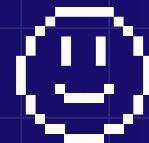
GitHub

Used for version control amongst the different members of the team.



Google NLP

Used for the Speech Processing that will generate the dialogue for our game.



1st Iteration Goals

Basic Game Functionality

Focused on the Main Menu, End Screen, & Player Movement

Game Mechanics

How the player interacts with the NPC and other objects in the game area

NPC Functionality

NPCs interacting with the player and how they move around the game area



Gameplay Goals and Order

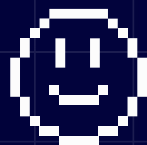
1. Player spawns into the environment
2. Player approaches an NPC and initiates conversation
3. An NPC quickly presents a new HR policy
4. Player performs a speech
5. NPC approaches Player and asks opinion about the HR policy and disagrees with them



1st Iteration Use Cases

Case 1	Player Talks to System
Case 2	Player gives speech
Case 3	System disagrees with Player





DEMO



Problems and Challenges

1. Major late changes to iteration 1 plan
2. Learning new tech stack from scratch
3. Limited initial specifications
4. Version control issues
5. No code Style Guide
6. Systems not working

Lessons Learned

1. Split tasks accordingly
2. Figure out version control earlier
3. Configure and troubleshoot VR setup earlier
4. Communication is key
5. Documentation Leaders



Silos

Winter Break Plan



Revise Documentation

Revise all documentation to take into consideration the new project scope and revised software development plan

Integrate SAD Information

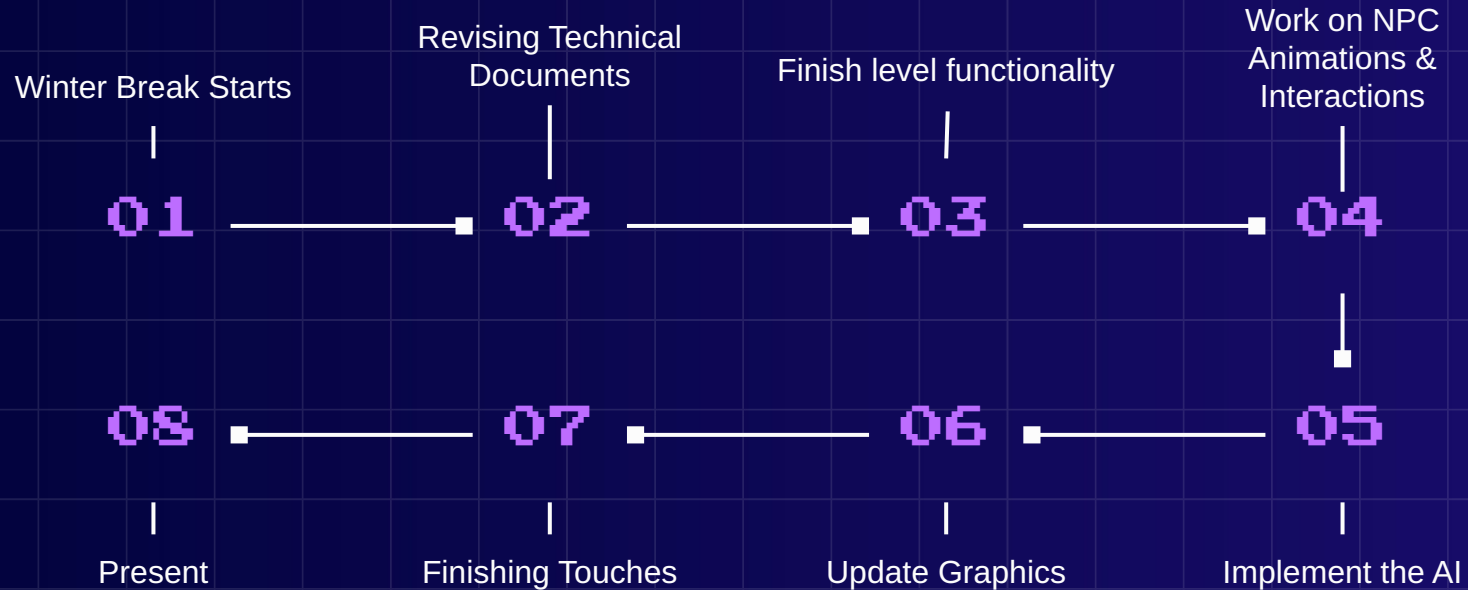
Integrate updated social anxiety disorder information from CognitV for About education

Bug Fixing The Game

Fix some of the NPC interactions and getting the VR system to work in the game



Software Development Plan



Questions?

