<Your Project Name and Reference>

Project Documentation

<Author(s)>

<Date Submitted>

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# Background

Shetland UHI is the new college after the merger took place between Shetland College, Train Shetland and NAFC Marine Centre in August 2021.  
<https://www.shetland.uhi.ac.uk/about-us/>

To help promote the college as the single Tertiary Education College for Shetland the college would like to improve its marketing of the new college.

Many local people, and younger school children, haven't been inside the campus buildings – so the college would like a promotional College VR Tour App and 360 media content created to use on its website.

The idea of having a portable VR headset that could be taken out to schools and be used to show an immersive and interactive 360 tour of college and its main facilities would be the preferred choice.

You are being asked to create a prototype promotional VR App and website resource for initially the Lerwick campus.

It is a functional requirement that the VR App is interactive, and website allows easy, quick, navigation to different Departments & areas in the college, and clickable ‘hot spots’ allow the user to learn more information about the college/facilities.

The college has some promotional photographs (not 360) that can be supplied, but it is expected that 360 images will need to be taken.

A GoPro max 360 camera, Oculus Quest 2 VR Headset/s are available.

# Project Definition

## Project Purpose

The purpose of this project is promotion. We are trying to help Shetland UHI get to a wider audience so that parents and future students can see what the college has to offer/looks. They plan to go to local High Schools with VR equipment as a promotional tool for those who want to join Shetland UHI.

## Project Scope & Objectives

* Create website with embed of VR tour
* Take 360 pictures of Shetland UHI (drone and GoPro)
* VR tour done in UE5 with islands

## Constraints

**Funding**

* No money

**Time Restriction**

* 28/04/2023 @ midnight

**Hardware/Software**

* Drones: DJI Inspire 2 & DJI Maverick
* VR Headsets: Oculus Quest 2 (x2)
* Unreal Engine 5 – C++
* Web Browser – HTML, Javascript, CSS

**Location**

* Some people may not be able to attend every meeting

## Outline Project Products

**VR**

* Tooltip for users to click on to navigate around Shetland UHI, along with information.
* 360 image that people can look around Shetland UHI

**Website**

* Website with embed of VR tour
* Website must have like Shetland UHI formatting

**Pictures**

* Take 360 pictures of as much of school as possible
* Use drone to take outside pictures of Shetland UHI
* Use an editor to collate/fix the pictures (unless UE5 accepts them)

## Potential Problems

* Drone may crash
* VR headset may make someone nauseous and other health issues
* Broke
* Product doesn’t work
* Must work on majority of web browsers

# AnALYSIS, DESIGN and implementation

## Project Planning

Describe the quality issues that are most important to the client. For instance, is timeliness of delivery more important than richness of functionality or long-term maintainability? The quality issues listed here will influence the approach.

Reference must be made here to your chosen methodology and the justification of this use. The use of academic references is encouraged in this section of the report.

You must identify an appropriate test strategy and use of client/other testing groups. All minutes/Gantt charts/diaries referenced must be included in Appendix A

## Analysis

Describe and evaluate the components of the project with reference to any techniques used to produce an effective model/specification. Results of these techniques (i.e., normalisation, modelling using UML etc should be included in the appendix. This section should identify the major components of the application which are to be logically/physically designed. This section should include evaluative statements supporting your subsequent design. The use of academic references is encouraged in this section of the report. All diagrams produced and referenced must be included in Appendix B

## Design

The final design solution should be included here with reference to previous versions/prototypes which should all be included in the relevant appendix.

Previous versions/prototypes and referenced materials (code) must be included in Appendix C.

## Implementation & testing

The chosen test strategy should be evaluated against the original products with evidence of all levels of testing where appropriate. Any client feedback should be incorporated into the overall evaluative statement.

Any supporting test documents must be included in Appendix D. The raw test data, physical code, screen dumps, authenticated test logs should all be included in the appendix.

## User Manual and Other System Documentation

A copy of the complete user guide should be included here to assist the testing of the application/system (where appropriate). If videos have been included or any other online help/user guide, then links to the source should be included.

Technical aids or maintenance documentations should also be included.

# Evaluation

## Critique

This includes high-level acceptance criteria for major products and shows how they successfully or unsuccessfully satisfied the project’s objectives.

Within this section the project should be evaluated against the major objectives discussing any relevant reasons why they were not fulfilled or why they were surpassed. The critique should critically evaluate the product and the process.

The use of academic references is encouraged in this section of the report.

## Lessons Learnt

This section should contain a brief description of what was learned as a result of the project. Any effect (positive or negative) particular events had on the project, causes/triggers (and whether there had been early warning indicators) and recommendations for these lessons should be supported by referenced materials.

## Future Improvements

This section should contain a brief description of what improvements or enhancements which would have been included in the submission given time. These improvements must be supported by referenced materials which support the likelihood of this improvement.

# Bibliography

The bibliography should conform to the recognised UHI standard of referencing which can be found at [www.uhi.ac.uk/home/libraries/how-to/cite-references/?searchterm=cite-references](http://www.uhi.ac.uk/home/libraries/how-to/cite-references/?searchterm=cite-references).

# appendix a (supporting materials project planning)

This will include all supporting documentation including, Gantt charts, weekly progress sheets, individual diaries, email correspondence with the client. Also include any other relevant documents you feel enables the marker to gain a better understanding of the work submitted.

# appendix b (supporting materials analysis)

This will include all work relating to data analysis (E-R models, appropriate UML diagrams, normalised data structures with original documentation etc. Work relating to the analysis of the process such as appropriate UML diagrams, HIPO charts etc must be included. Email correspondence with the client relating to this area should also be included. Also include any other relevant documents you feel enables the marker to gain a better understanding of the work submitted.

# appendix c (supporting materials design)

All storyboards, proposed site maps, emails with clients including feedback, data dictionaries/entity descriptions, process definitions. Also include any other relevant documents you feel enables the marker to gain a better understanding of the work submitted.

# appendix D (supporting materials implementation & testing)

All test logs, test data appropriate source code. Also include any other relevant documents you feel enables the marker to gain a better understanding of the work submitted.

# appendix E (inDIVIDUal student work- to include research topic report)

Each member of the team must submit materials which they have produced as individuals. This work must be referenced in sections three, four and five where appropriate.

Also include any other relevant documents you feel enables the marker to gain a better understanding of the work submitted.