|  |  |  |
| --- | --- | --- |
| VARLABS VR Testing | | |
|  |  |  |
| Testing Plan By: Humza Sheikh | | |

# Getting Started

|  |  |  |
| --- | --- | --- |
|  | 1. Creating a plan on how we are going about testing the VR software | |
|  | 1. I will be testing both VR retail titles and Varlabs internal sims | |
|  |  | * 1. I will be reviewing the internal sims and compare them to retail Titles |
|  |  | * 1. I will use be using rubrics develop by our lovely team to assess our internal sims |
|  |  | * 1. Use the same rubric to assess VR retail titles |
|  | 1. Evaluating the Facilitator guides of the DLX using rubric that design to evaluate the guides. | |
|  | 1. This testing session will help me understand VAR sims and what their trying to achieve | |
|  | 1. I believe six days testing should be enough | |
|  | 1. I can start from this Friday and work for 5-6 hours if need be. 2. For next week I can work for 4 hours from Monday to Friday | |

# Questions

|  |  |
| --- | --- |
|  | 1. Which internal sims need to be top priority to test |
|  | 1. What kind of VR headset that VAR lab current owns |
|  | 1. What kind of Retail VR titles do you have that is current installed VAR Lab’s Steam account. |
|  | 1. What kind of VR accessories that VAR Labs current owns |
|  | 1. Has anyone prior than me have tested the internal sims and if they did what was their verdict |