

# Final Project Design v. 1.0

Sumner Evans, Robbie Merillat, Sam Sartor

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# 1 Design History

Table 1: Version History

Version Number	Date	Change Description
1.0	2017-11-07	First Draft

## 2 Overview

VR Technology has been developing rapidly in the 21st century. Current solutions such as Unity attempt to use old programming languages and paradigms to implement VR environments and thus limit developers' abilities to create new and unique environments. With every cutting edge technology, new paradigms and design patterns must be invented. This project intends to explore and implement these paradigms and design patterns.

For this project, we will utilize a 3D space to implement an intuitive UI for 1. loading programs, 2. saving program state, 3. and customizing the environment (described in Section 3). We believe that implementing a shell-like environment is the most effective method for us to explore those patterns.

## 3 Design

There are three main goals for our project (referred to as *VRsh* for now):

1. **Loading Programs:** the user will be able to load our three individual programs from our VRsh as described in Section 3.1.1.
2. **Saving Program State:** the user will be able to save the state of an environment. This is elaborated in Section 3.2.
3. **Customizing the Environment:** the user will be able to customize the VRsh environment.

## **3.1 Visual Design**

### **3.1.1 Global UI**

### **3.1.2 Customizable Environment**

### **3.1.3 Interactions**

### **3.1.4 Lighting Model**

## **3.2 System State Storage**

# **4 Management**

## **4.1 Project Scope**

## **4.2 Detailed Schedule**

Table 2 shows the five major milestones and their due dates.

Table 2: Milestone Delivery Schedule

<b>Milestone</b>	<b>Date</b>
Milestone I: Design Document	2017/11/08
Milestone II: Individual Project Program Picking	2017/11/22
Milestone III: Final Code Submission	2017/12/13

## **4.3 Risk Analysis**

## **4.4 Test Plan**

## **4.5 Demo Plan**

Our goal is to have this project ready for the C-MAPP event on January 18, 2018.

# **5 Dependencies**