

# Final Project Proposal

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# 1 Introduction

## 2 Statement of Problem

VR Technology has been developing rapidly in the 21st century, however we are running into an issue of attempting to tackle cutting edge technology with concepts, languages, and ideals that are too outdated. Older programming languages limits developers from interacting with new technology by placing constraints on everything they are trying to do and thus constraining developers to older metrics. Older metrics aren't particularly a bad thing in most cases, however, when working with technology that is at the forefront of computing science, we need to work with something a little more updated.

## 3 Objectives

The goal of our final project is to create a set of virtual environments where users can move around and interact with a variety of virtual objects. There will be four environments. Each team member will build one environment individually and the fourth will be built by the whole team and will connect the individually-built environments.

### 3.1 Environments and Interactions

These are the concepts for our four environments and the interactions that can occur in each environment:

Sumner “Snowflakes” — a winter-themed environment where users can create their own structures by manipulating snow blocks.

Robbie “Lets get Physical” — an environment where you can throw lots of objects around and see them interact in a physically-accurate manner.

Sam “Workbench” — a workbench where you can construct your own virtual objects from a variety of parts.

Team “VRsh” — a VR shell where users can interact with a variety of widgets as well as open other programs (environments).

### 3.2 C-MAPP Event Readiness

Our goal is to have this project ready for the C-MAPP event in January. To do this, we must have a finished product and report by the end of this semester.

## 4 Plan of Action

## 5 References and Dependencies