**Project Preliminary Prototype – Concussion Screening**

**UNITY SCENE – Concussion Screening**

Our 3D Virtual Environment presents an exact replica of King-Devick Test with all 4 levels represented in 4 different scenes. This test is used to find if a person is suffering from Concussion or not by giving him a score representing the amount of incorrect sequences that he goes through in the test and also record his time spent on each scene.

**INTERACTIVE VIRTUAL OBJECTS**

There is one distinct interactive object in our environment.

These are yellow blocks representing the original block in a KD-Test with numbers on it generated randomly every time the test is run. Once the user looks at any block the crosshair changes from blue to green or red depending on whether the user is in the right sequence or not.

**HOW IT WORKS**

You start with a menu screen that gives you the privilege to start the KD-Test on the click of the VR Touchpad. Then you enter the scene where in you take the first KD-test. You are supposed to start from the top left yellow block and then follow the sequence i.e., from left to right and top to bottom. The timer runs from 0 until you finish the scene and also the scorer keeps track of the number of incorrect blocks (out of sequence) that you see. So, once you reach the bottom left block, the next scene is loaded and the scorer and timer resets to 0. Thus, it gives you the time and score for each scene to compare with the actual KD-test’s average score and time to find out if the person taking the test has a concussion or not.