

**CS 6334.001 / ATEC 6382.001 Virtual Reality
Fall 2016**

Preliminary Prototype (15 points)

Assigned on Tuesday, October 11

Submission due by Sunday, November 13 at 11:59pm CT

Presentation in class on either Tuesday, November 15 or Thursday, November 17

Purpose

To provide evidence of and demonstrate the current state of your team's prototype for feedback.

Directions

1. Create a Unity application that addresses the preliminary goals of your team's project. Name the project according to your team's assigned project (e.g., "MyndVR MyPeace").
2. Create a "ReadMe" document (.doc, .docx, or .pdf) that describes how to build and run your Unity project and how to use it given the specified hardware techniques.
3. Create a "Team" document (.doc, .docx, or .pdf) that lists the names of your team members and describes the tasks that each member was assigned and contributed.
4. Create a zip file (.zip) that contains your "ReadMe" document, your "Team" document, and your entire "<Project Name>" Unity project folder. Do **NOT** use any compression file type (e.g., .rar, .7z, .tar) other than .zip. Such submissions will **NOT be graded**, which will result in **0 points**.
5. Submit your zip file on eLearning under Team Project > Preliminary Prototype.
6. Be prepared to provide a live demonstration of your project during class on the dates indicated above.

Scoring

The maximum score for this assignment is 15 points, which will be graded as indicated below.

- ☐ Your team's prototype addresses and accomplishes the first preliminary goal of your team's assigned project. **5 points**
- ☐ Your team's prototype addresses and accomplishes the second preliminary goal of your team's assigned project. **5 points**
- ☐ You have successfully completed the major tasks assigned to you. **5 points**

Deductions

Deductions will be applied for not following directions, as indicated below. The minimum score for this assignment is 0 points.

- ☐ Your submission is late. **4 points per day late**
- ☐ Your submission is not a .zip file. **15 points**
- ☐ Your Unity project does not properly work. **5 points**
- ☐ Your files are not of the specified formats. **2 points per file**
- ☐ You did not follow the specified naming conventions. **1 point per file or folder**

Academic Integrity

This is a team assignment. Teams are expected to submit their own work. **Code sharing between groups is strictly prohibited and will result in disciplinary proceedings.** Analysis software will be used to determine if code sharing has occurred. If found guilty, your team will receive a 0 on this assignment.

These descriptions and timelines are subject to change at the discretion of the professor.