Goals and Requirements

IPFW Senior Design team 5

Fall 2016

T. Avery Eich

Asad Ashur

Daniel Johnson (Lead)

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Name** |
| 09/01/2016 | 1.0 | First draft | Daniel Johnson |

**The overarching goal of this project is to obtain a comprehensive view of VR technology and tools, and explore development techniques. The following goals exist:**

* Survey available VR applications/experiences, collecting relevant data.
* Gain knowledge and experience using Oculus and Android SDK packages.
* Deploy and test applications on Gear VR platform, using Oculus Utilities and Unity Engine.
* Design and implement an educational VR experience in collaboration with a IPFW’s VCD department project.

**Requirements to show the realization these goals are as follows:**

* Create survey artifacts and collect data in central repository for analysis (database?).
* Exhibit proficiency installing and debugging Unity Applications on the Android platform.
* Deploy a prototype scene to the Samsung Gear VR platform with the following key properties:
* Controls and mechanics that ensure user comfort (no motion sickness).
* Creative use of available mechanics that utilize strengths and consider weaknesses of the target VR platform.
* At no point should the application lose head-tracking, or cause the user to notice technical glitches that break immersion.