Project Requirements Specification

**1)Purpose:**

This project is aimed towards gamers who want to take there gaming experience to the next level but have limited budget and PC specs.  
due to being open source the product can be modified to the user desire unlike other VR headsets on the market, from hardware to software the user will be able to know exactly what is going on and to have full control over the device.

**2)Product Requirements:**

Functional Requirements:

|  |  |  |  |
| --- | --- | --- | --- |
| **The requirement** | **Type** | **Level of importance** | **Notes** |
| 3D orientation detection of the headset. | features | high | The most basic functionality of vr headset |
| Demo to present the abilities of the headset. | service | high | Mainly for testing |
| Support in VR games. | Features | Middle | May come late |
| Calibration software | Service | High | Driver software |

Non-Functional Requirements:

|  |  |  |  |
| --- | --- | --- | --- |
| **The requirement** | **Type** | **Level of importance** | **Notes** |
| Budget (~1000 nis) | Management | Middle | Budget of production can change based on the materials thus changing the price |
| Screen need to be good | Hardware | Middle | Can be changed to a user budget and spec of the PC |
| The device should feel responsive | performance | High | Delay in response can make the user feel nauseous, delay shouldn’t be longer than 1/10 of a second |
| The device need to work on windows PC | Hardware | high | Most games today are made for windows OS |

**3)Goals:**

* The product will be with the main feature of 3D orientation that could be used in VR supported game (hardware and software), that can be built by almost anyone (small kid can’t for example)
* By connecting the device and installing the software supported game will be able to recognize the device as VR headset.

**4)Timeline:**

* Expected time to have a working prototype: March 9th 2021
* Expected time to have the finished product: June 1th 2021 (a week before presentation day)