Statement of work

**Project:​** test project

**Scope of services to be performed by Contractor:**

Contractor will port OpenVR code provided by Client to GearVR and Daydream platforms.

Contractor will enhance the design of the application menu:

* Titles shall be scaled down to be more similar to Daydream’s look (as at the screenshot provided by Client).
* The lowest selection is at max 10 degrees so people who are lying in a hospital bed can select.
* Logo is moved to such position that allows to avoid losing the free space of the second row, and the featured content titles at the top shall be distinguished better, which is done according to Contractor’s consideration.
* Label of categories is adjusted to look more visually interesting (e.g. Relax, Distract, Escape), which is done according to Contractor’s consideration.

Overall design of the menu will correspond with the mockup provided by Client and will be done in metro style.

**Services NOT to be performed by Contractor:**

Testing on Daydream and GearVR devices is performed by Client.

360 background asset is purchased and provided to Contractor by Client, if Client considers using it in the application.

**Deliverables:**

* Daydream build tested in Unity editor
* GearVR build tested in Unity editor
* Unity project source code

Timeline

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Work product** | **ETA** | **Est. Eff. (hrs)** | **Requires** |  |
| **Client approval** |  |
|  |  |  |  |  |
| More distinguished Featured content titles | 1/16/2017 | 4 | Yes |  |
|  |  |  |  |  |
| Suggested assets for 360 background | 1/16/2017 | 3 | Yes |  |
|  |  |  |  |  |
| Titles scaled down similar to Daydream look | 1/16/2017 | 3 | No |  |
|  |  |  |  |  |
| Lowest selection made at max 10 degrees | 1/17/2017 | 5 | No |  |
|  |  |  |  |  |
| Logo moved from second row | 1/17/2017 | 1 | No |  |
|  |  |  |  |  |
| Label of categories is adjusted to look more interesting | 1/18/2017 | 4 | No |  |
|  |  |  |  |  |
| OpenVR code ported to Gear VR | 1/21/2017 | 10 | No |  |
|  |  |  |  |  |
| OpenVR code ported to Daydream | 1/22/2017 | 10 | No |  |
|  |  |  |  |  |
| Bugs fixed | 1/25/2017\* | 8 | Yes |  |
|  |  |  |  |  |

\*Depends a lot on the time and quality of test reports from the Client