# **Bi-Weekly Report 2 Team 48 (VR 3)**

Team leader: Jasper Alizond

Members: Amartya Vadlamani

Date: 10/2/2017

## Overview:

Over the last two weeks, we’ve had further discussion with our client in order to make a list of requirements following the MoSCoW approach. We also made prototype sketches for the system and did research on how we would implement the system (e.g. comparing the different types of VR equipment).

## Meetings:

### 31/1

During this meeting we discussed different ways to solve the problem however we had not understood the task set out by the client fully. Despite this we made headway on how we would view the VR videos on a VR device.

### 3/2

We met up in order to make a list of the requirements based on information gathered from our first meeting with the client. This went well however we had not fully understood the task at this point so were unable to finish the list of requirements.

### 7/2

After meeting with the client, I met up with the rest of my team to discuss the topics brought up by the client – mainly the implementation of the engine to generate videos. Since we had now fully understood the project, we made prototype sketches for the engine as well as compare the different types of VR equipment and (with client input) choose a VR system (Samsung gear)

## Tasks Completed:

* Finished MoSCoW set of requirements
* Created prototype sketches for both the VR viewer and engine
* Compared the different types of VR equipment and choose one (with client input)
* Created a custom file type to store metadata and video files
* Met with the client a 2nd time to clarify the requirements and VR equipment choice
* Added the client to our team’s slack channel for ease of communication

## Problems:

We hadn’t realised the full scope of the problem and the task set out by the client in the first week however this has been rectified following a meeting with the client. We also didn’t manage to make a prototype for the 360 video (to view) since we did not have the required equipment (Samsung gear has been ordered so we should have it by the 21/2) as well as the 360 video.

## Plan:

* Finish the design section of the documentation by the 21/2
* Create a prototype viewer for a 3D video on a Samsung device by the 28/2
* Create a prototype engine by the 4/3

## Individual reports:

### Jasper Alizond:

I met up with the client to discuss the requirements and wrote up the results in the analysis section of the documentation (and finished writing this section). I also drew the prototype sketches for the engine and made good progress on the design documentation.

### Amartya Vadlamani:

Over the week I researched several different VR platforms and concluded that the samsung vr platform was best as it was most accessable. I also developed a prototype vr viewer that can load arbitary 3d videos in the .ogg format and display it in any platform.

I also worked on building a custom filetype to store the metadata and video files settling on a renamed .zip file based structure, somewhat like java's .zip structure.

## Requirements

### Functional Requirements

|  |  |  |  |
| --- | --- | --- | --- |
| **ID** | **Description** | **Category** | **MoSCoW** |
| RQ1 | The system will have HTML5 tagging in VR space | System | Must Have |
| RQ2 | Time index is kept parallel to the events unfolding | VR System | Must Have |
| RQ3 | Access to HTML5 website content using gesturing (such as big issue) | VR System | Must Have |
| RQ4 | Data structure of time indexes and coordinates kept with a collection of HTML5 content pages and a database of files (e.g. images) | System | Must Have |
| RQ5 | VR system must be immersive | VR System | Must Have |
| RQ6 | Must be capable of showing custom VR format | VR System | Must Have |
| RQ7 | Allow clip selection using gesture control | VR System | Should Have |
| RQ8 | Allow the user to exit the video at any point | VR System | Should Have |
| RQ9 | Allow video to be accessed from a remote server | VR System | Could Have |
| RQ10 | Splash screen with company logo and developer names | VR System | Should Have |
| RQ11 | Allow loading in of videos | System | Must Have |
| RQ12 | Allow editing of custom video format | System | Must Have |
| RQ13 | Send user data to a server (data collection) | System | Could Have |
| RQ13.1 | Number of clicks on object | System | Could Have |
| RQ13.2 | User IP address | System | Could Have |
| RQ13.3 | How much time user on application | System | Could Have |

### Non-Functional Requirements

|  |  |  |  |
| --- | --- | --- | --- |
| **ID** | **Description** | **Category** | **MoSCoW** |
| RQ14 | Must display 360 video for 3 minutes | VR System | Must Have |
| RQ15 | Project must be finished by the 24/3/2017 | Project Deadline | Must Have |
| RQ16 | Stutter free video playback | VR System | Must Have |
| RQ17 | Must have the following interactions (tagged into video) | System | Must Have |
| RQ17.1 | Open a website with URL parameters | System | Must Have |
| RQ17.2 | Show local HTML | System | Must Have |
| RQ17.3 | Show images | System | Must Have |
| RQ17.4 | Show video and audio | System | Must Have |
| RQ17.5 | Display maps | System | Could Have |
| RQ17.6 | Show a php form (survey) | System | Should Have |
| RQ17.7 | Allow speech to text conversion for the php form | System | Could Have |
| RQ18 | Allow up to 20 different films to be chosen to watch | VR System | Should Have |

## Prototype sketches



