

Final Project Delivery

The culmination of your final XR group project is going to be evaluated through 3 elements that are to be delivered on the final session day

- A video demonstration of the project
- An in class presentation with slides
- A functional build of your project as well as the unity project files
- A written report recounting the full project process

Video demo of the project

Length : 5 to 10 minutes max

The objective is to film a full demonstration of your application **as if you were presenting the result of your work to a client**

This means segmenting the video presentation **including 3 major parts** :

- Introducing the product using the ideas from the **Statement of Purpose** you started from in the beginning & the intended use
- Mentioning the design process & iteration (you can use diagrams you created during development here)
- Demonstrating **all the features** of the project by doing **walkthrough segments** of the app game loop. This will include :
 - User onboarding
 - Experience beginning, middle & end
 - Final information feedback to the user based on his performance
- Ending with **further possible developments** & uses for the application

You are to not dive too much into implementation & technical details that a non dev client wouldn't understand.

Project in class presentation

Length : 10 minutes + 5 min questions

The goal is to present your work following a similar structure to the video presentation
You are encouraged to reuse clips and contents from the the demo video in your slides
All team members should present, and slides should focus on showing content, diagrams & screenshots

It's recommended to show a walkthrough video of the application at the beginning of the presentation, you can also choose to do a live demo

There will be a few questions from me at the end on various topics from technical to design topics

Demo build & project files for live presentation

The objective here will be to have an in class interaction with your final application following the video presentation to allow for

- Class & teacher feedback
- A few questions on technical implementation

Have a build of the application ready & installed on a headset or a phone for an in class demonstration

Have the unity project on hand on a local machine to easily show codebase & implementation choices in the Unity engine

I will also collect the build & project files for code & feature evaluation.

Make sure the code is well organized, refactored & commented where necessary

Written report on project process

Length : As much as needed to address the requirements listed below. Don't write more than is needed. Minimum page number estimated at 10 pages.

The objective here will be to **review the full development process you went through during this project**, as if you were writing a full report for upper management

To build this report you will **go through all the documents, diagrams, kanbans and text exchanges you've produced on Miro (& other)** through the different weeks of development. You will repurpose all this material and integrate it inside a **chronological report**. Through this process you will also **engage in self-reflection and feedback** on your own results and performance

The chronological report should be organized in the following way :

- **One chapter per week**
- Each chapter including a **summary** of
 - What you worked on during class session as a group
 - What you worked on individually between class sessions
- **Chapter 1 will be important** because this is the week where you worked on project vision through your Statement of Purpose
- In each chapter, try to include
 - Problems & roadblocks you encountered, and how they were solved
 - Images of relevant diagrams & feature screenshots if useful
- At the end, conclude with
 - feedback on what you learned,
 - what could have been done better,
 - possible solutions to make a hypothetical next project succeed better

Written report quality examples from previous years

The Colony Ant AR experience

https://drive.google.com/file/d/1A3IAoF_HaJhXarsKPEDtXqwpZMefKFCd/view?usp=share_link

Escape Lab Dungeon VR experience

https://drive.google.com/file/d/1j5kuGjwiAJwzXRYv1Qg5tv49FUJgtbvV/view?usp=share_link