Shark Smart VR

Product Handover

Project Description:

The project description as described in Plan and Vision document, Agreed and signed by all team members and client.

"" The aim of this project is to design and create a fun, realistic and educational 360-degree virtual reality Environment that will educate primary students of 12 years old or under about sharks. This virtual reality video will take a view of a diver's perspective as well as shark's perspective and will contain a 3D model of shark that will explain the various abilities and senses these sharks have and the certain precautions required when humans encounter a shark.""

Mandatory User Requirements:

1. User must be able to see underwater environment in VR

2. User must be able to see 3d sharks swimming around in VR

3. User must be able to see other marine species swimming around in VR

4. The product must be able to demonstrate shark's senses and abilities

5. The product must be able to demonstrate shark's perspective of seeing things

6. The product must be able to demonstrate diver's perspective interacting with sharks

7. The product must have voiceovers speaking about shark's senses and abilities

8. The product must have some interactive features

9. The user should be able to see realistic visuals, including realistic ocean environment and realistic sharks.

Key User Stories and Acceptance criteria:

User Story	Acceptance Criteria	Implemented Fully/partially/None	Testing	Pass/Fail	Comments
As a USER I want to see Underwater environment in VR SO THAT I can experience how its like to be inside sea	In the VR, the users must feel like they are in an ocean	Fully	Tested (Test case 2)		
AS a USER I want to see 3D sharks swimming around me SO THAT I can experience how its like to be among sharks	In the VR, the users sees sharks swimming around them and user feels like they are among sharks underwater	Fully	Tested (Test case 2)		
AS a USER I want to see marine environment in a VR world SO THAT I can have a greater understanding of sharks	In the VR the user sees some other marine species in the ocean among sharks and the marine species are swimming around which looks natural	Fully	Tested (Test case 2)		
AS a User I want to see realistic sea and sharks SO that I can have realistic experience	When inside the VR world of Shark Smart VR, The users must feel like they are inside the ocean surrounded by sharks and other marine species and everything looks natural and realistic including corals	Fully	Tested (Test case 2)		
AS a USER I want to see myself as a diver so that I feel safe to be inside the ocean	When in the VR world the user must feel like they are the diver and seeing things through diver's perspective. User must be able	Partially	Tested (Test case 2,3, 4)		

	to see hands of diver when in diver perspective				
AS a user I want to see myself as a shark so that I can experience things through shark's perspective	When in VR world the users must be able to see the ocean environment through shark's perspective, this includes: Shark's vision, shark's hearing, shark's electric reception.	Partially	Tested (Test case 3,4)		
As a USER I want to hear narrations about shark's abilities and senses SO THAT I learn while enjoying the VR world	During the runtime of Shark Smart VR, the user must be able to hear voice overs which explains about shark's senses and abilities which are scientifically accurate	Partially	Tested (Test case 2)		
AS a User I want see Shark catching its prey SO THAT I can experience how a shark catch its prey	There should be a scene where the shark approaches some school of fish, swim around them and later attach on them which demonstrates how a shark catches its prey and relevant voiceover playing in background	None			
AS a USER I want to experience a smooth run of the application SO THAT I feel satisfied by the quality	The application must start without errors, the runtime of application is smooth, the movement of sharks and marine species is not laggy and looks natural	Fully	Tested (Test case 2,3,4)		
AS a USER I want to play and pause the	During the runtime of Shark Smart VR, When user clicks the	Fully	Tested		

application whenever I want SO THAT I can continue later from where I stopped	specific button on controller, the application pauses, upon clicking it again the application resumes		(Test case 3, 4)		
As a USER I want to be able to change the camera view So that I can shift from Shark to Diver perspective and vice versa	During the runtime of Shark Smart VR, When user clicks the specific button on controller, the camera view changes from diver to shark or vice verse	Fully	Tested (Test case 3,4)		