

3.2.1 Hardware Development	
Must-haves (M)	<input type="checkbox"/> 720p (HD) resolution at 30 fps. <input type="checkbox"/> Low-cost components (less than £150). <input type="checkbox"/> Wide accessibility.
Should-haves (S)	<input type="checkbox"/> 2-hour battery life under typical usage. <input type="checkbox"/> Audio recording support
Could-have (C)	<input type="checkbox"/> Wireless connectivity (Wi-Fi/Bluetooth). <input type="checkbox"/> Additional sensors (e.g., IMU). <input type="checkbox"/> Compatibility with industry-standard protocols.
Won't-have (W)	<input type="checkbox"/> Higher resolutions beyond 720p. <input type="checkbox"/> Different video formats (180/360 degrees).

3.2.2 Video Processing Pipeline	
Must-haves (M)	<input type="checkbox"/> Automated video processing pipeline for stereo SBS format. <input type="checkbox"/> Fixed framerate (30fps) for stable playback. <input type="checkbox"/> Synchronised initial frame and stitching.
Should-haves (S)	<input type="checkbox"/> Metadata tagging through object and scene detection. <input type="checkbox"/> Immersive audio.
Could-have (C)	<input type="checkbox"/> Automated video stabilization. <input type="checkbox"/> Resolution upscaling.
Won't-have (W)	<input type="checkbox"/> 3D depth reconstruction for Free Viewpoint Video (FVV) implementation.

3.2.3 VR Software Application	
Must-haves (M)	<input type="checkbox"/> Intuitive VR application for seamless content viewing. <input type="checkbox"/> Stereo video at 720p resolution with 30 fps playback. <input type="checkbox"/> Stereo image timeline playback.
Should-haves (S)	<input type="checkbox"/> Intuitive UI and UX designs for enhanced interaction.
Could-have (C)	<input type="checkbox"/> Hand and eye tracking integration. <input type="checkbox"/> Automated compatibility setting with existing VR hardware.
Won't-have (W)	<input type="checkbox"/> Overly ambitious features such as personal AI assistant.