



Virtual Reality Center (VRC)

By Nicholas Magnemi

The Scenario

- Install a Virtual Reality Center
- Golf Simulator
- Racing Simulator
- Escape Room

Project Charter

- Virtual Reality Center
- December 2nd - January 16th, 2023
- The Objectives:
- Budget: \$34,704

Project Charter

Continued

- Conditions (Scope)
 - Key Milestones
 - Risks
 - Project Organization
- Project success

The Stakeholders

- Owner
- Employees
- Clients/Users
- Local Emergency Services
- Project Manager and Team

The Budget

- VR Golf: \$ 3,904.14
- Two Racing Simulators: \$ 10,197.46
- Escape Room: \$ 18,950.10
- Total Cost: \$ 34,704.29

VR Headsets

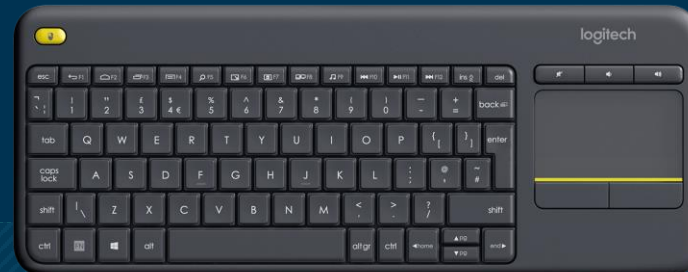
- Valve Index Full VR Kit

- Cost: \$ 999.00



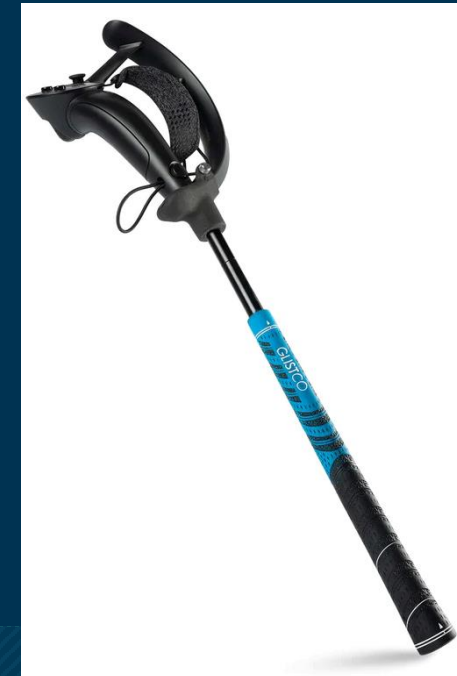
The Computer

- Origin PC Millennium: \$ 2,085.33
- Dell Monitor: \$ 254.00
- Logitech Wireless Keyboard
 - \$ 19.99



VR Golf

- The Golf Club VR
 - Cost: \$ 10.00
- G-Iron – VR Golf Club
 - Cost \$ 89.99



Racing Simulator

- Logitech G28 racing wheel: \$ 299.99
- Track Racer Stand: \$ 462.00
- Track Racer Seat: \$ 349.00
- iRacing Subscription Plan: \$ 74.99



Escape Room

- KAT Walk C 2: \$ 1,099.00
- Escape First 3: \$ 6.99





| Item Name: VR Golf | Price Per Unit | Total Project Cost | # of Set ups: |
|--|-----------------------|---------------------------|----------------------|
| Origin PC Millennium | \$ 2,085.33 | \$ 2,085.33 | |
| Valve Index Full VR Kit | \$ 999.00 | \$ 999.00 | |
| G-Iron – VR Golf Club | \$ 89.99 | \$ 89.99 | |
| Dell 240Hz Gaming Monitor 24.5 | \$ 254.00 | \$ 254.00 | |
| The Golf Club VR (includes 130k courses) | \$ 10.00 | \$ 10.00 | |
| Logitech Wireless Touch K400 Plus Keyboard | \$ 19.99 | \$ 19.99 | |
| Equipment & Software Cost: | \$ 3,458.31 | \$ 3,458.31 | |
| Cabling and Installation Labor (10%) | \$ 345.83 | \$ 345.83 | |
| DeliveryCharges | \$ 100.00 | \$ 100.00 | |
| Total Costs: | \$ 3,904.14 | \$ 3,904.14 | |

| Item Name: VR Racing Simulator | Price Per Unit | Total Project Cost | # of Set ups: |
|---|-----------------------|---------------------------|----------------------|
| Origin PC Millennium | \$ 2,085.33 | \$ 4,170.66 | |
| Logitech Wireless Touch K400 Plus Keyboard | \$ 19.99 | \$ 39.98 | |
| Dell 240Hz Gaming Monitor 24.5 | \$ 254.00 | \$ 508.00 | |
| Valve Index VR Kit | \$ 999.00 | \$ 1,998.00 | |
| LogitechG G920/G29 racing wheel | \$ 299.99 | \$ 599.98 | |
| Track Racer RS6 Racing Simulator | \$ 462.00 | \$ 924.00 | |
| Track Racer TR8 Pro Seat | \$ 349.00 | \$ 698.00 | |
| iRacing Subscription Plan (12.99/month; 74.99/Yr) | \$ 74.99 | \$ 149.98 | |
| Equipment & Software Cost: | \$ 4,544.30 | \$ 9,088.60 | |
| Cabling and Installation Labor (10%) | \$ 454.43 | \$ 908.86 | |
| Delivery Charges | \$ 100.00 | \$ 200.00 | |
| Total Costs: | \$ 5,098.73 | \$ 10,197.46 | |

| Item Name: VR Escape Room | Price Per Unit | Total Project Cost | # of Set ups: |
|---|-----------------------|---------------------------|----------------------|
| Origin PC Millennium | \$ 2,085.33 | \$ 8,341.32 | |
| Logitech Wireless Touch K400 Plus Keyboard | \$ 19.99 | \$ 79.96 | |
| Dell 240Hz Gaming Monitor 24.5 | \$ 254.00 | \$ 1,016.00 | |
| KAT Walk C 2 | \$ 1,099.00 | \$ 4,396.00 | |
| Valve Index VR Kit | \$ 999.00 | \$ 3,996.00 | |
| Escape First 3 (3 different rooms included) | \$ 6.99 | \$ 27.96 | |
| Equipment & Software Cost: | \$ 4,464.31 | \$ 17,857.24 | |
| Cabling and Installation Labor (10%) | \$ 446.43 | \$ 892.86 | |
| Delivery Charges | \$ 100.00 | \$ 200.00 | |
| Total Costs: | \$ 5,010.74 | \$ 18,950.10 | |

| | |
|-------------------------------------|---------------------|
| Total Investment in VR Room: | \$ 33,051.70 |
| Contingency 5% | \$ 1,652.59 |
| Total Investment in VR Room: | \$ 34,704.29 |

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Nicholas Magnemi
Dec 16, 2022
Final Project
IT 3100

Project Charter

Project Title: Virtual Reality Center (VRC)

Project Start and End Dates: December 2nd - January 16th, 2023

Objectives (purpose and goals of the project): Add a Virtual Reality Center, to the Mini Golf and Fun Park in Braintree MA. This gaming center will offer new and exciting gaming technology, drawing in new customers and customers who have gotten tired of the current fun park offerings. The gaming options will also appeal to older customers, particularly those interested in maintaining golf skills in the cold weather months. The center will have Virtual Reality (VR) golf, VR escape room and VR racing simulator(s).

Budget – \$34,704 (includes 5% contingency)

Define Conditions (Scope) (what will and won't be included - resources) –

The purpose of the project is to add a brand new and exciting VR game experience to the park. The offerings will draw in new customers as well as invigorate past customers to try something new. This includes equipment, software and installation and cabling to power the VR center. The Deliverable is one Golf VR set up, two VR Racing simulator set-ups, and VR escape room set-ups for four.

Key milestones (timeline)

Order Equipment and software, all items are in stock, with next day delivery.

Set up, includes any additional wiring needed and loading games.

Test, then go live.

Risks (major dependencies – one thing must be completed before the next):

Equipment must be delivered on time, and the technician(s) to do the install must be ready and available. Wi-Fi set-up must be complete in order for all games to be downloaded. Testing must be completed with no major glitches or errors.

Project Organization: (Key members of the project – stakeholders and team)

Stakeholder: Owner of the Mini Golf and Fun Park, Fun park Employees, local emergency services, Fun Park customers, and Project Team

Team: Consists of the Project Manager, Nick Magnemi and the rest of the team consisting of his classmates.

Deliverables:

A fully functioning VR center on January 16, 2023

Project success (what determines if the project is successful)

Success is determined by set up, installation and testing of the VR games; all run without issues. Punch List items, if any, do not interfere with the opening of the park. Soft opening of the VR center provides positive feedback about the center and games from participants.

Nicholas Magnemi

Dec 16, 2022

Final Project

IT 3100

Stakeholder List

Virtual Reality Center (VRC) Project

| Stakeholder | Role | Responsibility |
|--------------------------|------------------------------------|---|
| Owner | Oversight and Approval | Payment and approval |
| Project Manager and Team | Design and manage build | Construction Management |
| Employees | Operate and maintain VR technology | Running equipment and servicing the customers |
| Park Customers | Enjoy and use VR equipment | Have Fun |
| Local Emergency Services | Make sure the VRC is Safe | Provide medical aid if needed |