

Shelter Project Configurations



Activity Description

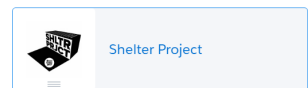
Having watched your brief, you will now need to create a brief in Salesforce so that you can begin to specify your configurations.

Steps

1

In Salesforce, click on the App Launcher icon.

Scroll down to view Shelter Project and click to launch.



2

Within Brief Editor, there will be a message encouraging you to get started.

Click **New** to add your brief.

Every field, has a red asterisk next to it. This dictates a 'required' field, meaning we must enter data or make a choice for every field.

All information can be found within the brief. If you don't have the information, you may need to view the brief again.

Firstly, enter a sensible brief name, then pick the appropriate Aid Agency from the Client list.

When you have completed all fields, click **Save**.

3

To create your first configuration, click on the **Configurations** tab, then click **New**.

You can have more than one configuration, so make sure you provide a meaningful name, that will allow you to identify the configuration easily.

Then select the Brief that you just created from the drop down list and click **Save**.

4

Inspect and adapt your configuration by clicking on it within the Configurations list.

There is one final chance to ensure that you have the correct brief selected. The client, location and quantity of people sheltered will be listed in the top section.

Shelter Project Brief Configuration: Page 2



These fields are fixed, the information in them cannot be changed.

Beneath you will notice 4 fields which have a coloured border.

These fields are not editable, however your choices within the configuration will affect the values of:

- available budget
- available power
- available water.

You will need to keep an eye on these, if the field's border changes to red, it means that you need to make changes to your configuration to offset it.

In the bottom of the page you will see 2 columns, Stock and Materials.

Stock represents the objects available to you whilst **Materials** represents the objects which you have chosen to include in your configuration.

To view an object, hover over the object name. An image of the object will appear with a short description above.

| Stock | |
|-----------------------|----------|
| NAME | COST |
| Outdoor Table 4 Seats | \$500.00 |
| Bed | \$300.00 |
| Cot | \$300.00 |
| Bunk B | \$150.00 |
| Chair | \$500.00 |
| School | \$0.00 |
| Sofa 1 | \$0.00 |
| Lamp 1 | \$0.00 |
| Sofa 3 | \$0.00 |
| Outdoor Table 4 Seats | \$0.00 |
| ©Cartoon Rooms | |

5

Add an object to your Materials list, pick up an object using the four-way arrow, then drag and drop it over the list area beneath Materials (over NAME would work).

The object should appear in the list.

Continue to add objects needed, noting changes to Available Budget.

6

Filtering stock options may help you to locate objects.

To do this click on the drop-down menu next to category. By default, it will be set to **All**.

When you expand the menu, you will see that Furniture and Exterior are listed as categories.

Custom is a category which you may use later to find newly imported 3D Objects.

If your team decide that you no longer want an item in your materials list, then simply pick it up and drag it back to stock.



7

Placed represents items moved from the available items location in the Virtual Reality environment and allocated to a position.

The **Placed** column can be found within the materials list, it will become useful later.

If objects have been moved in the virtual environment, a link icon will appear. If they have not been moved the Placed column will remain empty.

If you move an object back to the available items area, within VR, the object will no longer be 'Placed' in Salesforce, and so the icon will disappear.

This can help you decide which objects in the materials list to remove, when making adjustments to your configuration.

Salesforce continually saves. Whilst this means that you don't need to think to do this yourself, it also means that you won't be able to revert back to previous choices. It may be wise to keep notes of your choices and changes.

If you would like to create another configuration, click **Back** within Salesforce, then click **New**.

| Materials (29) | |
|-----------------|--------|
| NAME | PLACED |
| Tinker Cube | |
| Bunk Bed | |
| Sofa 3 Seats | |
| Table 8 Persons | |
| Sofa 1 Seat | |
| Book Case | |