Sprint Report #1

Team Overview

Members

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Project Title

Dahl Virtual Museum Tour

Company

Dahl Arts Center

Customer Overview

Customer Description

The Dahl Arts Center is the main source of paintings, sculptures, and other forms of made or found art in Rapid City.

Customer Problem

The problem that the Dahl has is it's lack of community outreach. It can be hard for children and students in lower income areas, especially on reservations, to come and visit the Dahl. They need a method for bringing the art out into the community without compromising the actual art pieces.

Customer Needs

- A virtual recreation of an art gallery (to be determined by the Dahl)

- A guided tour of the art gallery

- Simple menu system to choose which type of tour (guided, or free-moving if finished)

Project Overview

Phase 1

The first phase will be getting the guided tour operational. This is the main product that the Dahl wants, so it is the top priority. Other research or features will come in phase 2 after the main product is finished.

Phase 2

Here will be where most of the additional features will be implemented based on how much time is allowed. Things like: alternate environments, free-moving tours, and other ideas yet to be thought of.

Project Environment

Project Boundaries

- Will only encompass one art gallery

- Any movement restraints to reduce nausea

Project Context

- Gallery room will be developed using the Unreal Engine

- Virtual reality portion will be accomplished through the Oculus Rift

Deliverables

Phase 1

- Art gallery room

- Virtual reality guided tour

Phase 2

- Free-moving tour

- Alternate environments

- Research into future additions to product

Backlog

- VR integration with Unreal Engine

- Finalized gallery room

- Art pieces to put into gallery

- Narration done by Dahl integrated into guided tour

- Alternate environments

- Free-moving integration

- Research into possible additions in the future

Sprint Report

Work Accomplished

- Rough draft of gallery room

- Software contract (unsigned for now)

- Overview and requirements documents

- Begining work with Oculus Rift

Work Left

- User documentation

- VR integration with gallery room

- Finalize gallery room with textures and art pieces

- Guided tour system with narration

- Free-moving tour

- Research