USER STORIES

1. Create a virtual and interactive gallery space that mimics the space of one of our galleries, preferably the Ruth Brennan Gallery.

2. Users would be able to "step" into the gallery by placing the virtual reality goggles on and move around using a handheld controller. This technology will allow us to go out into the community and make our galleries and artwork accessible to all. In the future we would like the ability to customize the virtual gallery space as we change out the physical galleries.

3. The user should be able to move through the virtual space, either on a specific track or on their own path, and walk up to each work of art to view it and to view interpretive text. We also would like to see the opportunity to embed a video as one component of the exhibit. Another component we would like to have is audio interpretation.

4. This virtual space should be designed with a high school aged person in mind but should be accessible to all levels of education.

1. As a user I will be able to view and interact with a virtual gallery, preferably Ruth Brennan, in a room generated using the Unreal Engine as per the room layout provided by the Dahl.
2. As a user I will be able to select between a guided tour and user-controlled experience the latter will be controlled using a handheld game controller.
3. This product should be able to be transported to make it able to take to other locations and allow people who might otherwise be able to experience the Dahl.
4. As a user I will be able to view an art piece and have a description text box appear on the side of the piece with interpretive text about the piece in view. There should also be the ability to add a short video to play on specific exhibits to add further description for the user.
   1. Text should be provided by the Dahl to ensure customer satisfaction.