

**CS6334 – Virtual Reality**  
**Final Prototype**  
**Team Document**  
**Team 4 – S.A.D.V.R.**  
**Spacecraft Diagnosis and Analysis in Virtual Reality**

Our team consists of the following member:

1. Shreeprasad Sonar
2. Abhishek Chauhan
3. Daksh Khetan
4. Vedang Wartikar
5. Rashi Kaur

Each member contributed to the project in the following ways:

**1. Shreeprasad Sonar**

Worked on the character movement and teleportation in the virtual environment. Implemented the logic to spawn the astronaut into the game. Also worked on the audio cues used in the prototype. Worked on implementing the multiplayer requirement.

**2. Abhishek Chauhan**

Worked on the overall design and development of the virtual environment, including modeling of the spacecraft. Created a logic for implementing various tasks in the prototype. Resolved the usability issues mentioned in the preliminary prototype.

**3. Daksh Khetan**

Created the UI elements (such as buttons etc) for the menus. Worked on the system controls of the prototype (such as Main Menu that includes options such as pause,

resume, speed, exit, sound). Enhanced the in-game menu and created the task manager and timer. Worked on adding new canvases to the final prototype.

#### **4. Vedang Wartikar**

Worked on the implementation of visual cues (such as alarm blaring etc). Created a logic and implemented various tasks in the prototype. Implemented the bluetooth controller mapping. Added various audio cues in the final prototype.

#### **5. Rashi Kaur**

Worked on the interactable objects (adding features such as grab). Implemented the task manager and timer. Worked on adding new canvases to the final prototype. Also worked on the documentation of the prototype.

Overall, our team worked collaboratively to create the final prototype. Each member put in effort to complete the prototype.