

Documentation

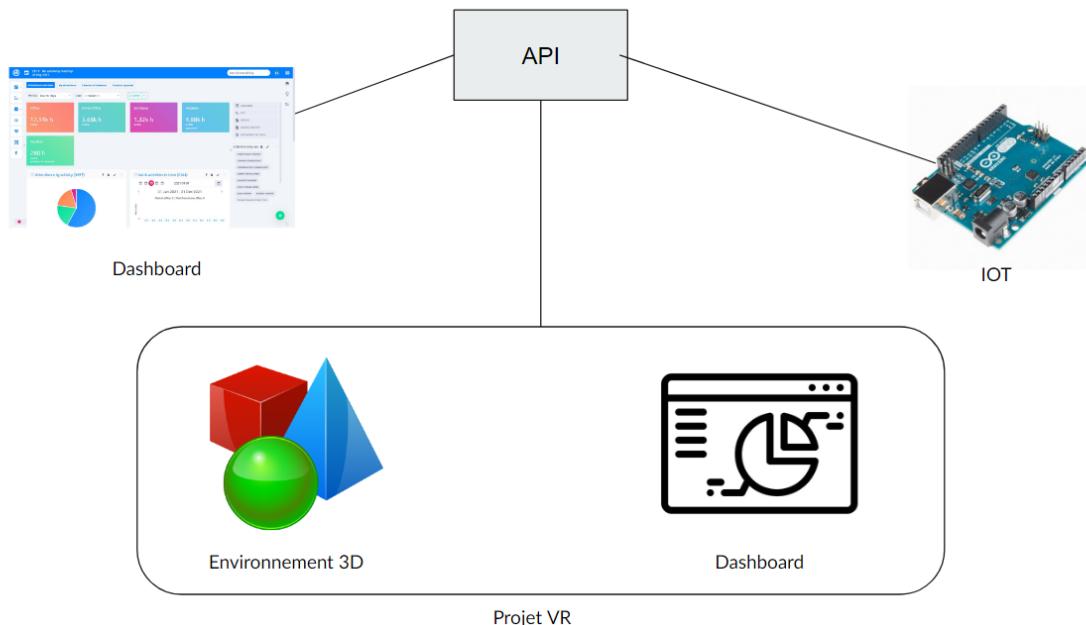
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Modification History

	Date	Author	Commentary
1.0	28/05/2022	Tom LEAL and Joseph SALEON- TERRAS	

Project

For the project, we will create a virtual reality experience to put the user in real condition. Our solution will communicate with the API of the project and adapt the virtual elements like vines, meteo and IOT project around the user. With the controllers, the user can open a menu where more data about his vines will be displayed. We will use Unity to make the software and Unity asset store to get free 3D models and textures. We also use Blender to create 3D models.



Solutions

Area

The user is in his vines, he can teleport in a limited space with the controllers.



Vines

Each vineyard has its own hydration and pesticide levels. In this demo, there are 5 vines.



Informations

In the left hand, the user can see the different info of his vines, like :

- The number of vines
- The level of hydration
- The level of pesticides



Interaction

With the right hand, the user can place a drone that will hydrate the vines with water and with the left hand, the drone will place pesticides

Humans ressources

Name	Role
Tom LEAL	XR developper
Joseph SALEON-TERRAS	XR developper

Tools and price

Name	Description	Type	Price
Unity	3D motor to make virtual and augmented reality software	Software	1 656 € by user. 1 656 * 2 = 3 312 €
Unity Asset store	Assets bank (3D models, textures, ...) for Unity. We only use free assets.	Service	Free
Oculus quest 2 128GB	The most popular VR headset at the moment to develop our solution.	VR headset	350 €
Blender	Software to make 3D models	Software	Free
TOTAL			3 662 €

Organisation

- Discord
- Jira
- Notion
- Microsoft Teams
- Github

- Agile method