

PROJECT CHARTER

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| Project Name | ENSE 400 / 477 Capstone - Team Edentata |
| Date Produced | Sept 3, 2021 - Apr 11, 2022 |
| Project Goals | The goal of the project is to successfully create a series of VR environments to aid consumers in exposure therapy sessions. The project must be completed on time and with the expected functionality planned for by the group. |
| Project Objectives | The objectives of the project are to: <ul style="list-style-type: none">- Create an interactive user experience- Allow linear progression through the environment- Provide a variety of phobia scenarios |
| Project Budget | ~\$100 (Unity Collab subscription, Unity Asset Store packages) |
| Project Sponsor | Dr. Tim Maciag (Professor ENSE 400/477) Dr. Craig Gelowitz (Supervisor ENSE 400/477) |
| Project Manager | Jacob Sauer - Scrum Master |

Additional Key Project Stakeholders

Jacob Sauer - Scrum Master, Lead Developer

Jacob Chapman - Business Lead, Backend Developer

Roxanne Harrison - Design Lead, Frontend Developer

Dr. Nick Carleton - Psychology Consultant

Golden Circle

Why - For the past few decades, virtual reality (VR) has demonstrated promising potential as a surrogate and / or replacement for in vivo exposure therapy. However, it has never made a meaningful impact on the commercial sector. This is largely because the stimuli presented in VR exposure therapy applications are either too passive or too abstract. As a result, the user does not experience the psychological sensations necessary to benefit from the VR therapy.

How - We intend to improve upon past VR exposure therapy applications by situating the user in well-constructed rooms, affording numerous motion-based interactions, and delegating control over certain environmental variables to the user, such as amount, behaviour, and intensity of the phobic stimuli. The former two advantages will enhance the psychological illusions experienced by the VR user, while the latter will enable personalization of each user's exposure therapy process.

What - We're building a VR-based exposure therapy application for Oculus hardware.

| Overall Project Milestones | | Dates |
|---|--|---------------|
| - Project initialization and planning activities, in progress documentation, requirements, prerequisites etc. | | Sept 24, 2021 |
| - Complete system / architectural designs, business process, data flow, low/high fidelity prototypes | | Oct 8, 2021 |
| - Completed project roadmaps, kanban, start of project execution - Second vlog submission | | Oct 22, 2021 |
| - In progress MVP 1 with stack/environment setup | | Nov 5, 2021 |
| - User testing in progress underway, near completion of MVP 1, Winter 2022 roadmap, MVP 2 envisioning | | Dec 3, 2021 |

| Overall Project Risks | |
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| Lack of programming knowledge may slow development | |
| Coding and computer issues may set back progress | |
| Feedback from psychology community may result in many updates | |