Project Bazaar Day #1

Jan 25th, 2022

Team (Re)Introductions

Members:

- Jacob Sauer (Scrum Master, Lead Developer)
- Jacob Chapman (Business Lead, Backend Developer)
- Roxanne Harrison (Design Lead, Frontend Developer)

Individual Responsibilities / Contributions

- Jacob Sauer:
    - Backend C# scripting
- Jacob Chapman:
    - Asset Inventory
    - User testing questionnaire
- Roxanne Harrison:
    - Frontend room designs

Project Idea

Our team plans to create a series of Virtual Reality environments, each with an individual focus on a particular phobia people commonly have. These scenarios will provide an interactive user experience to enhance current exposure therapy techniques. By allowing for interactivity in the virtual environment, users will be able to control the linear progression of the scene at their own pace, according to their personal comfort level.

Business Need / Opportunity

VR exposure therapy has been around and explored extensively over the past few decades, primarily through research projects, but also through more than a few commercial endeavors. The main reason why none of these commercial products have taken off is that, for the most part, the user can only interact with the VR environment in a passive manner. In other words, they cannot do much more than just look around and watch things happen. In order for a VR experience to be an effective therapy tool, the user needs to be convinced of two things - that the environment itself is a physical location, and that the events taking place in the environment are legitimate and bear real consequences.

We see an opportunity to improve upon past VR experiences used for exposure therapy by situating the user in well-constructed rooms with motion-based control schemes, rather than unrealistic or overly abstract spaces with passive interactions. Finally, conducting therapy in VR opens the door for real-time involvement on the part of the user's therapist, whether by observing the user's visual perspective and real-world disposition passively, or directly manipulating elements of the environment in accordance with their patient's comfort level. This gives users a

chance to make progress at their own pace, and immediately apply coping strategies they learn from their therapist.

Status Description

Green

As a team, we feel we are in the green status because we finished all 5 rooms from last semester (ENSE 400) and now we are focusing on implementing game safety logic and the therapist character, along with coping strategies, and educational content related to spiders. We also have meetings scheduled for this term with Nick, as he will be guiding us further with our development.

Project Issues

With respect to project issues, we originally were using Unity Collab as our version control, and got switched over to the Plastic SCM service. We had issues pulling and pushing changes, as it is a new service and we are unsure how to use it. This new version control system is causing issues all around with our application, and is a major barrier to our progression.

Project Changes

(Oct 22nd) Instead of having three phobias as next MVP's, we plan on implementing the therapist functionality, as well as having safeguards for users. This implies that we are sticking to arachnophobia, and that we are creating a proof of concept that you can alleviate the need of a real therapist for exposure therapy.

Next Up

For the next few weeks, we plan to implement the therapist character, along with coping strategies, and educational content related to spiders.

Team Reflection

We feel we are on track (green status) because we are following an iterative (fail-fast) approach. As a team, we feel particularly good about the feedback we received from both Nick and Craig from last term . They both had encouraging feedback from the progress we are making. Nick also gave us two references for textbooks to use going forward for implementing the therapist character. Currently, the only barrier prohibiting us from making progress is working with the Plastic SCM service.