# Project Charter

## Proposed Project

ArachnoTherapy VR - 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

- Create an interactive user experience
- Allow linear progression through the environment
- Provide guidance in the form of a virtual therapist

## 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

Roxanne Harrison - Scrum Master, Design Lead

## Additional Key Project Stakeholders

Jacob Sauer -  Lead Developer

Jacob Chapman - Business Lead, Backend Developer

Dr. Nick Carleton - Psychology Consultant

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## Golden Circle

Why - To improve the accessibility and efficacy of current exposure therapy techniques.

How - Allowing for level-based progression and optional guidance from a virtual therapist.

What - By building a VR-based exposure therapy application for Oculus hardware.

## Overall Project Milestones

| | | |
|---|---|---|
| - | 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 |
| -<br>- | Completed project roadmaps, kanban, start of project execution<br>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 |
| - | Completed MVP 2 with code / user testing and refactoring | Jan 25, 2022 |
| - | Completed MVP 3 with code / user testing and refactoring | Feb 8, 2022 |
| - | Completed MVP 4 with code / user testing and refactoring | Mar 1, 2022 |
| - | Completed MVP 5 with code / user testing and refactoring | Mar 15, 2022 |
| - | Completed MVP 6 with code / user testing and refactoring, project poster | Mar 29, 2022 |
| - | Project commercial | Apr 5, 2022 |
| - | All project deliverables complete, final presentation | Apr 9, 2022 |

## Overall Project Risks

# ArachnoTherapy VR

Lack of programming knowledge may slow development

Coding and computer issues may set back progress

Feedback from psychology community may result in many updates