Team / Instructor Scrum #1

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:
    - Scrum Master / Overseer of project.
    - Front-end and back-end developer
- Jacob Chapman:
    - Back-end C# developer
    - Reach out to potential clients
    - Familiarize with Unity C# packages
- Roxanne Harrison:
    - Front-end Unity developer
    - Familiarize with Unity UI

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 endeavours. 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 they learn from their therapist.

Status Description

Green

As a team, we feel we are in the green status because we have weekly meetings scheduled and are taking an iterative approach. We are in the process of gathering customers such as psychologists, psychology students, and other potential clients because our knowledge is not enough to complete this project. Jacob Sauer is currently in contact with two potential clients, who hopefully will serve as our customers for this project.

Project Issues

Currently, the only drawback for our group is that Jacob Chapman and Roxanne Harrison have to spend time learning Unity, which has a complex UI.

Project Changes

None… (First Scrum)

Next Up

In the following weeks, our next steps as a team are to familiarize ourselves with the Unity UI, gather customers, and create Lo-Fi and Hi-Fi prototypes.

Team Reflection

We feel we are on track (green status) because we are following an iterative (fail-fast) approach. As a team, we went through Unity together and feel more confident about using the interface. Also, we are happy to hear we have potential clients. Lastly, we feel good that we have a good proof of concept in the works. Some barriers we have, as stated previously, is that we need to get accustomed to the Unity Software to develop with VR.