



status update

TEAM LOCISPACE

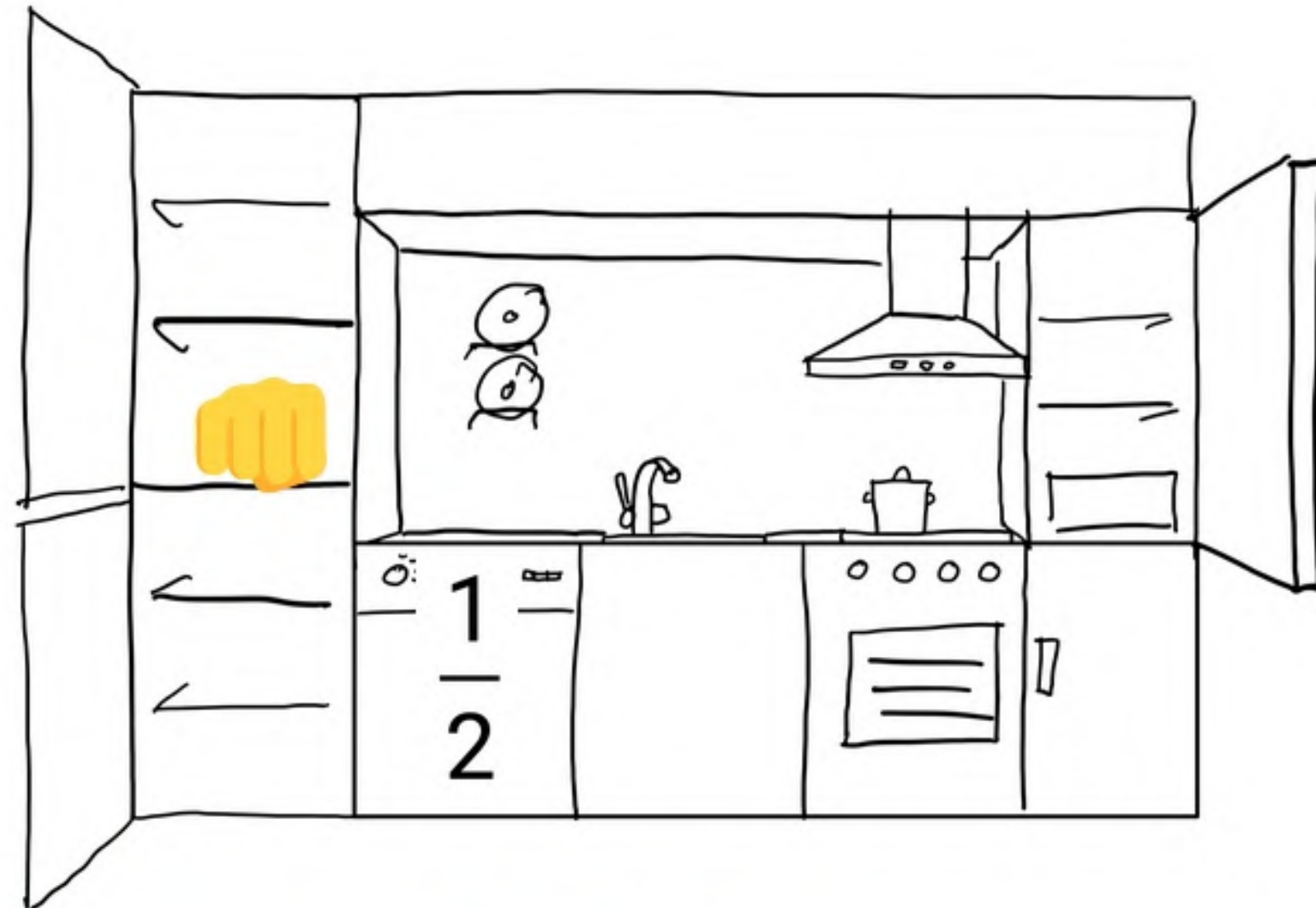
30.11.2022

concept

mindpalace in practice

#locispace

$$F = \boxed{\frac{1}{2} M} \times V^2$$



Fist in
the Fridge

1/2 full heavy
machine

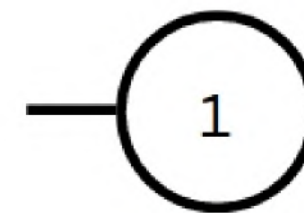
previously:

Plan

a. Knowing the VR environment.
b. Familiarizing with Unity.
c. Moodboards / Storyboards.

28.11

a. Integration Testing.(F.
b. Usability Testing.
C. Improvements.

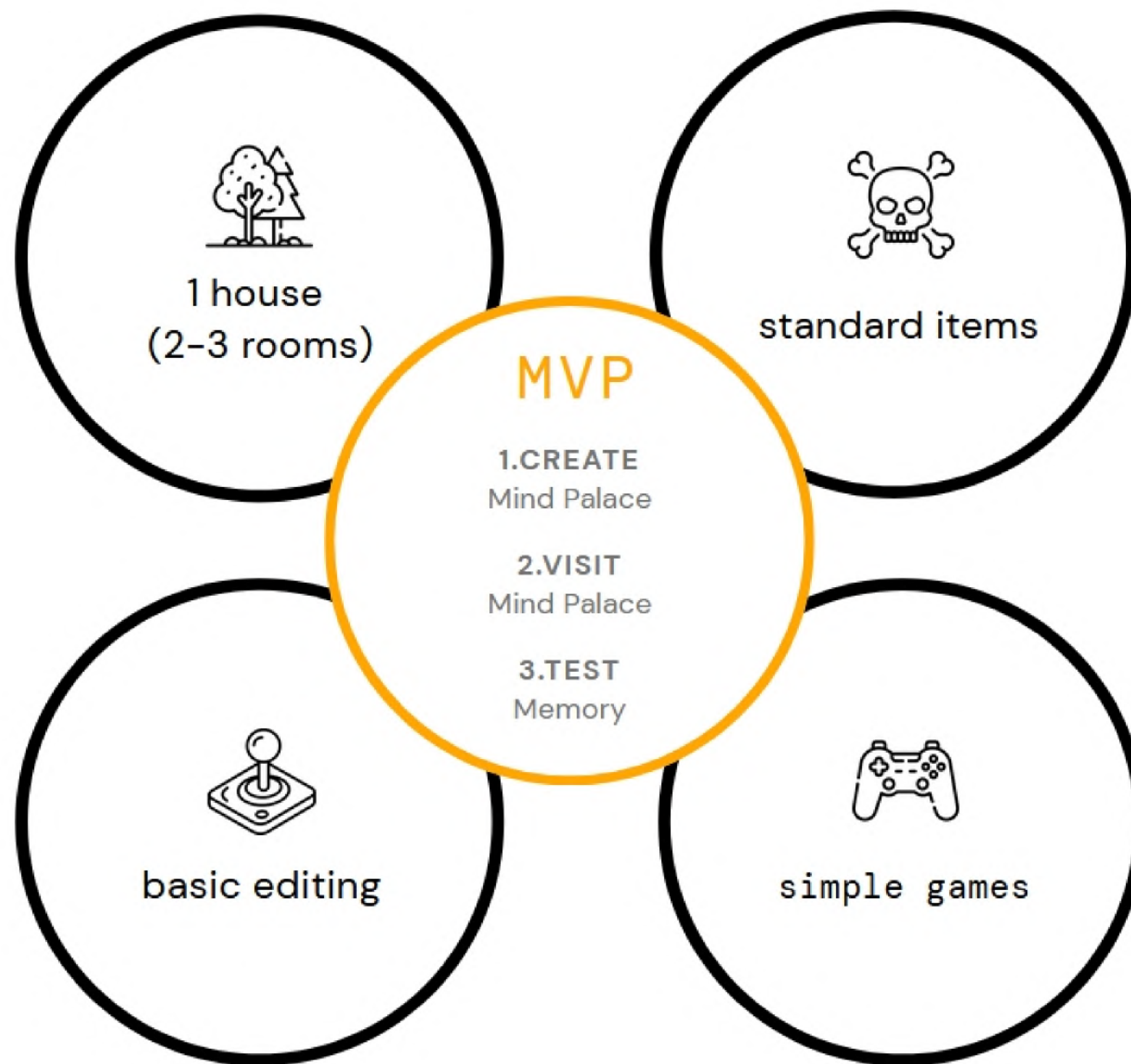


01.11

a. Software modeling of concept.
b. Creating Assets Library.
C. Implementing the Model and Assets.

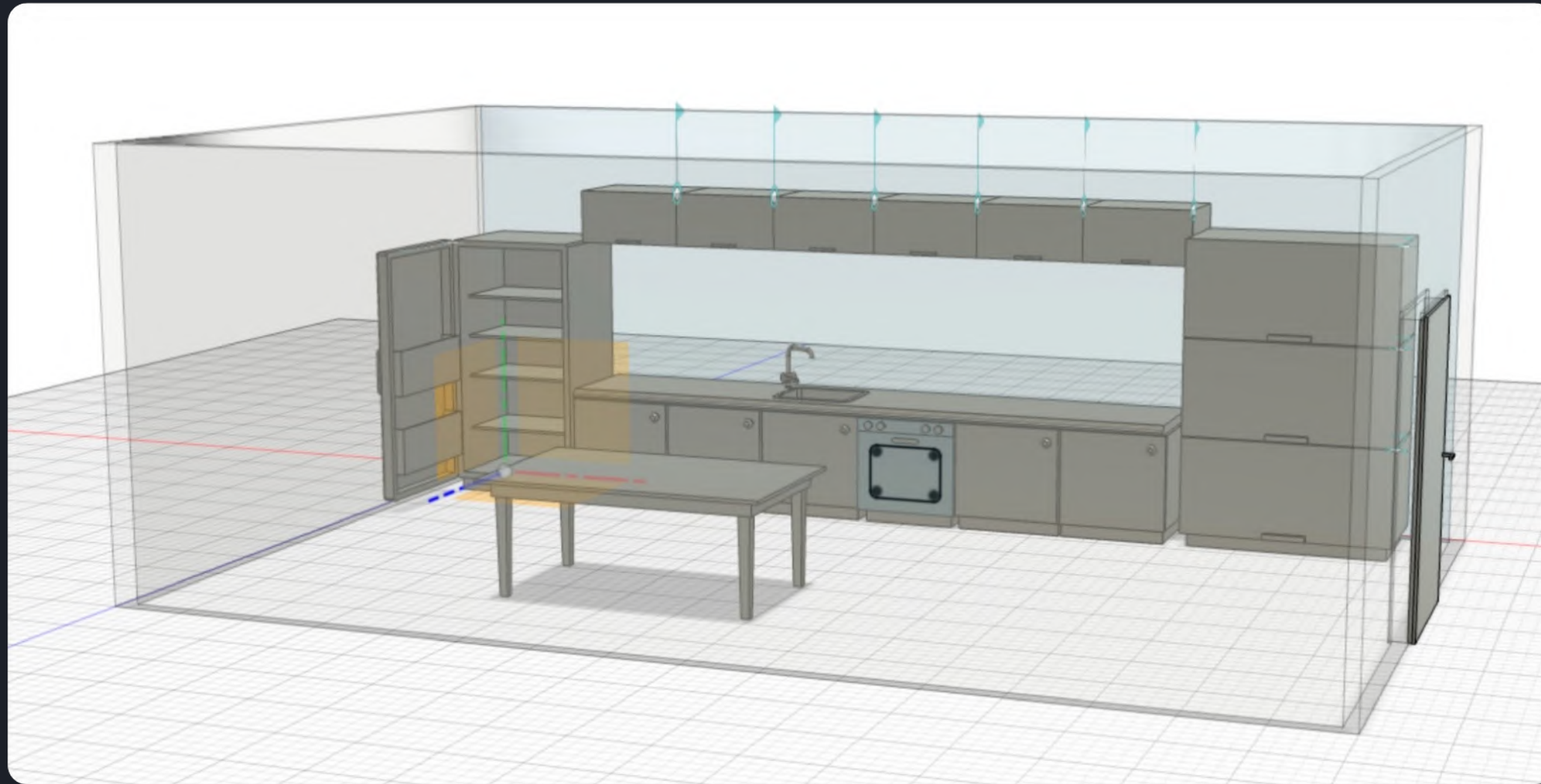
11.12

a
b



**our goal for the
user tests**

environment / room



- basic kitchen model in fusion360
- transfered to unity and added colliders
- door functions: door open and close



Game

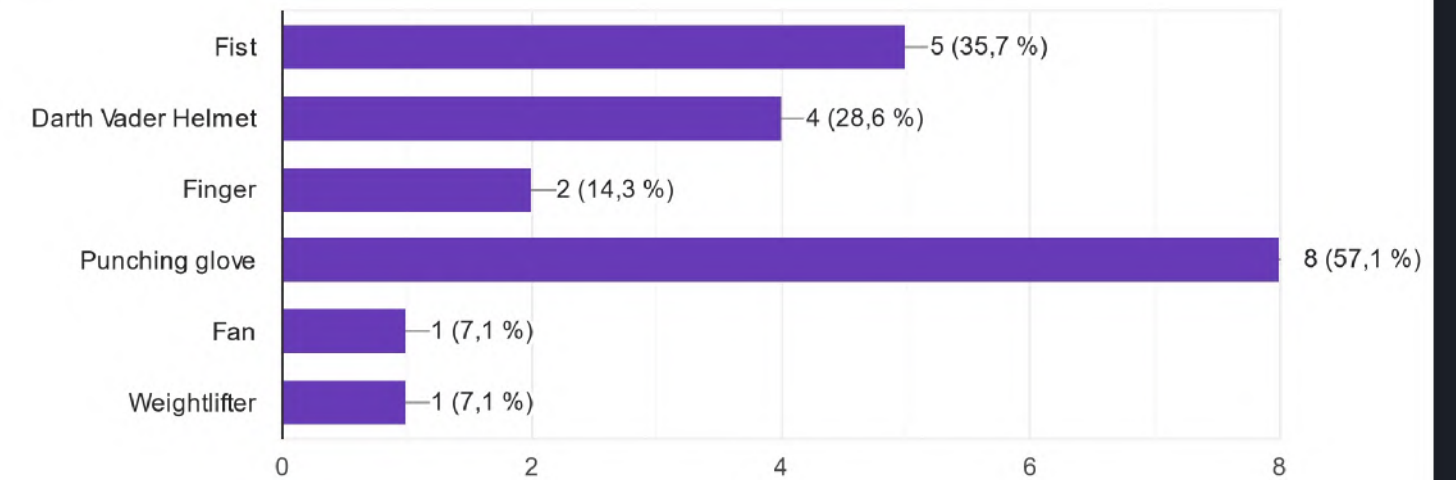
Game Display 1 Free Aspect Scale 2x Play Focused Stats Gizmos

assets

- conducted a study to find out which assets to build first
- 14 answers

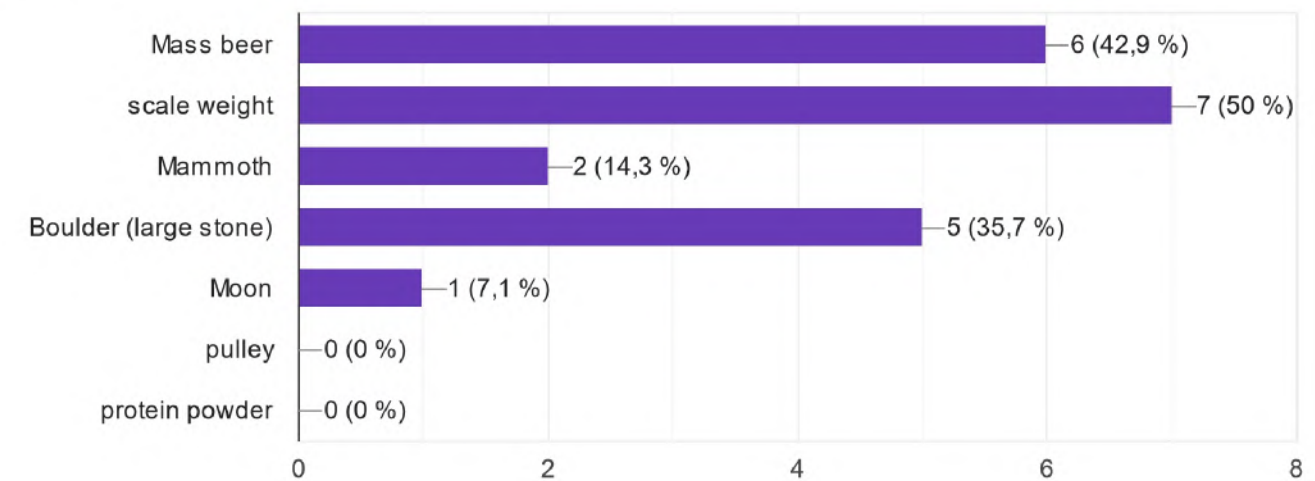
What represents F (meaning force) best?

14 Antworten



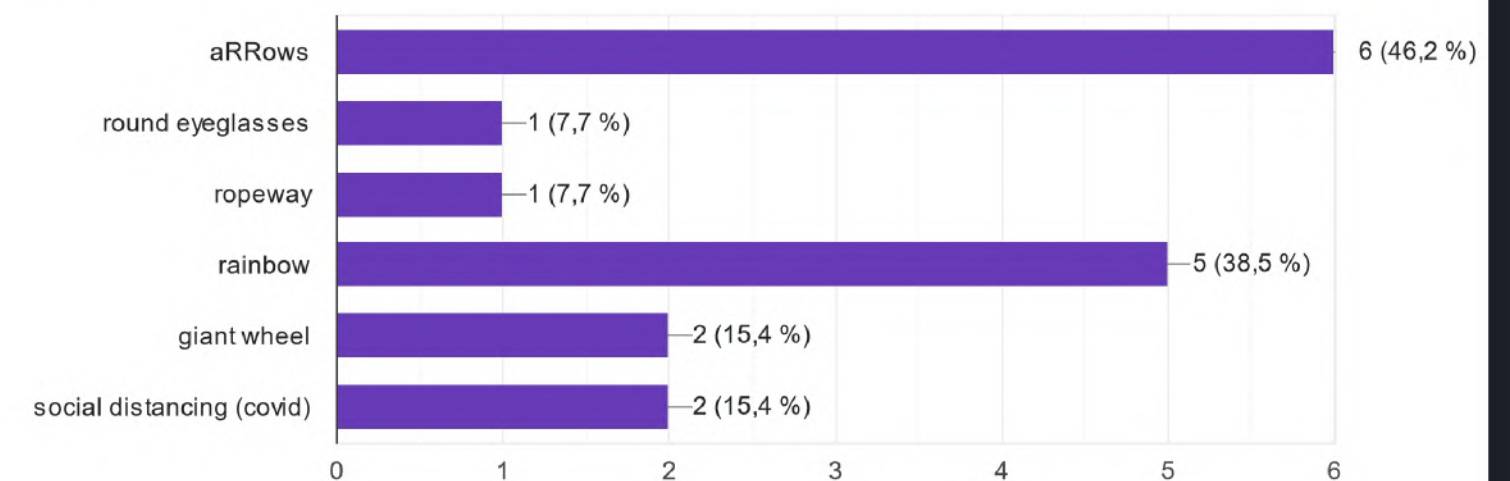
What represents M (meaning mass/weight) best?

14 Antworten



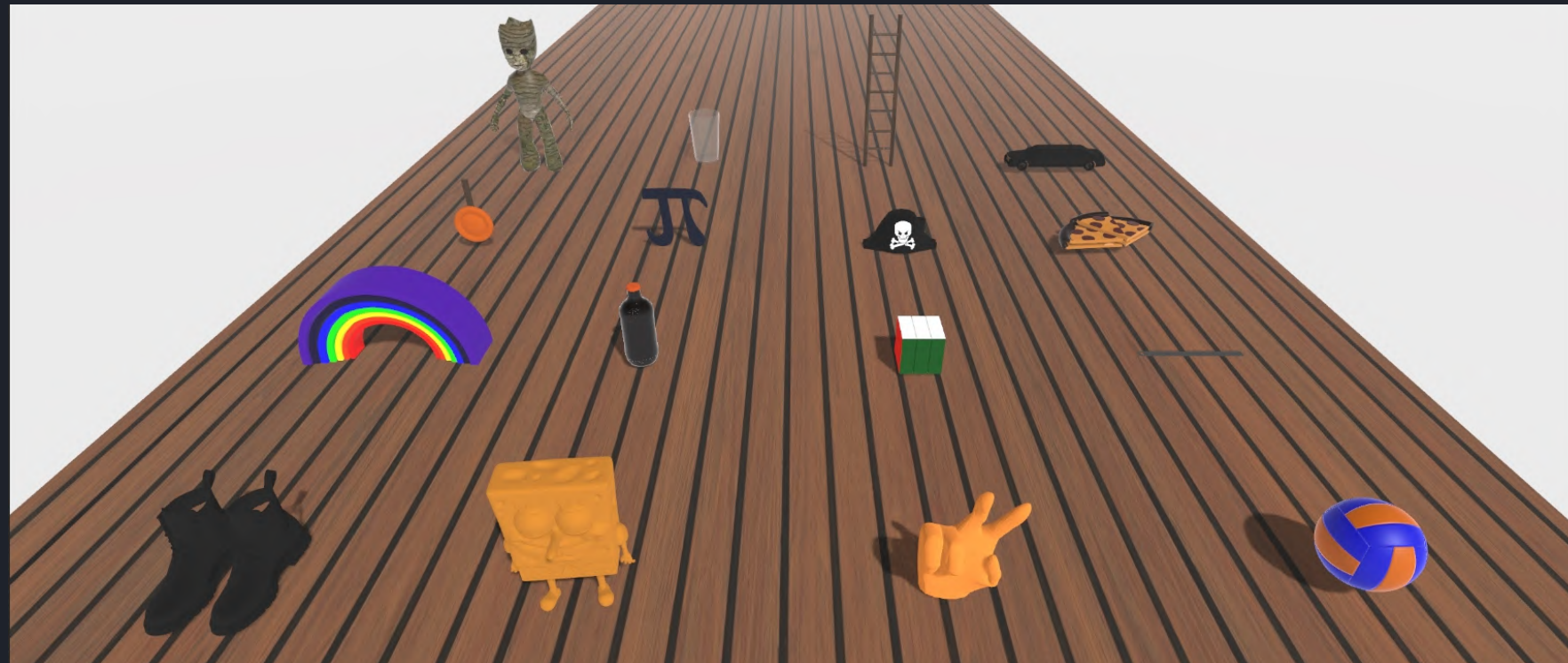
What represents r (meaning distance between 2 centers) best?

13 Antworten



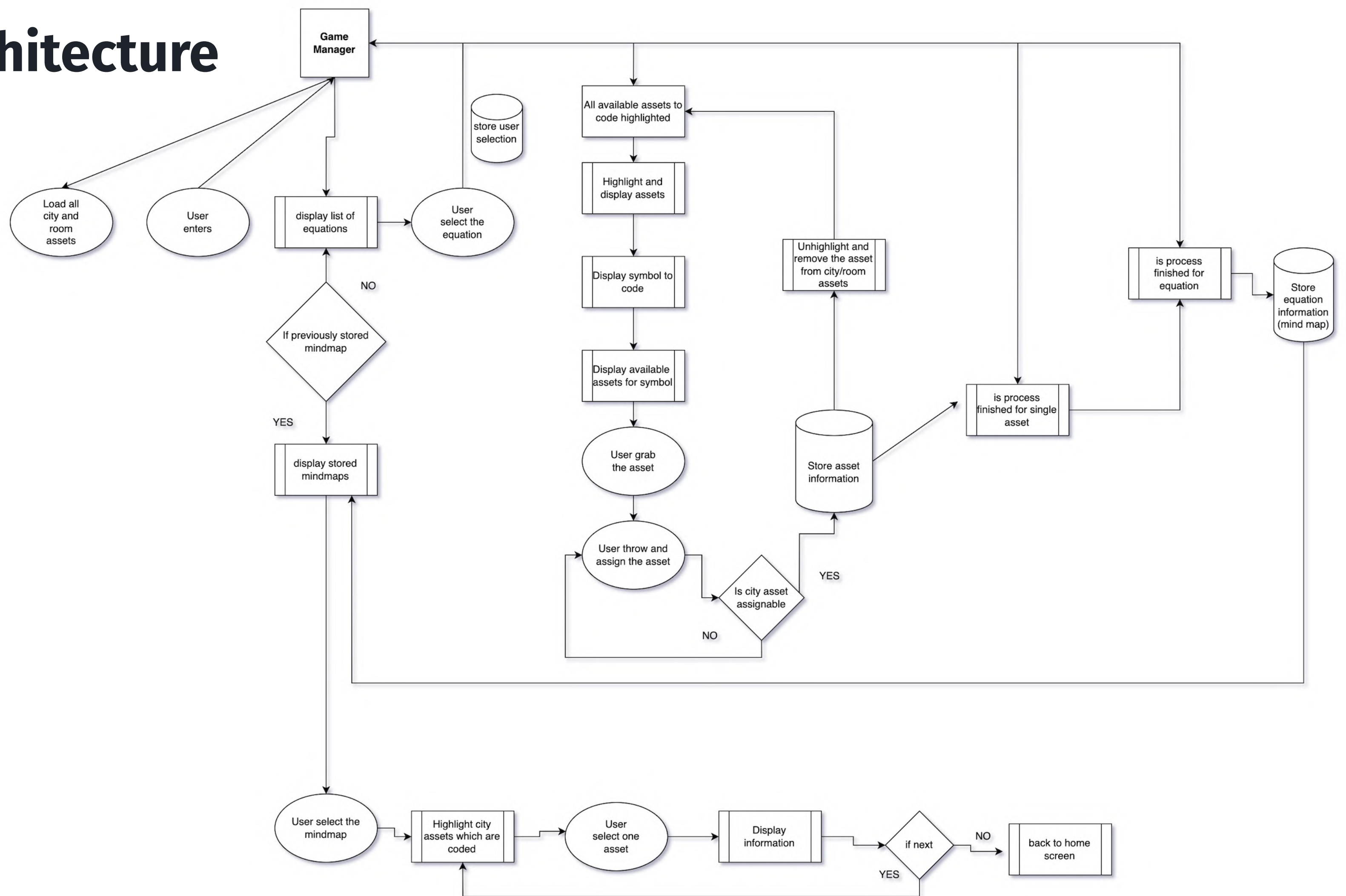
assets

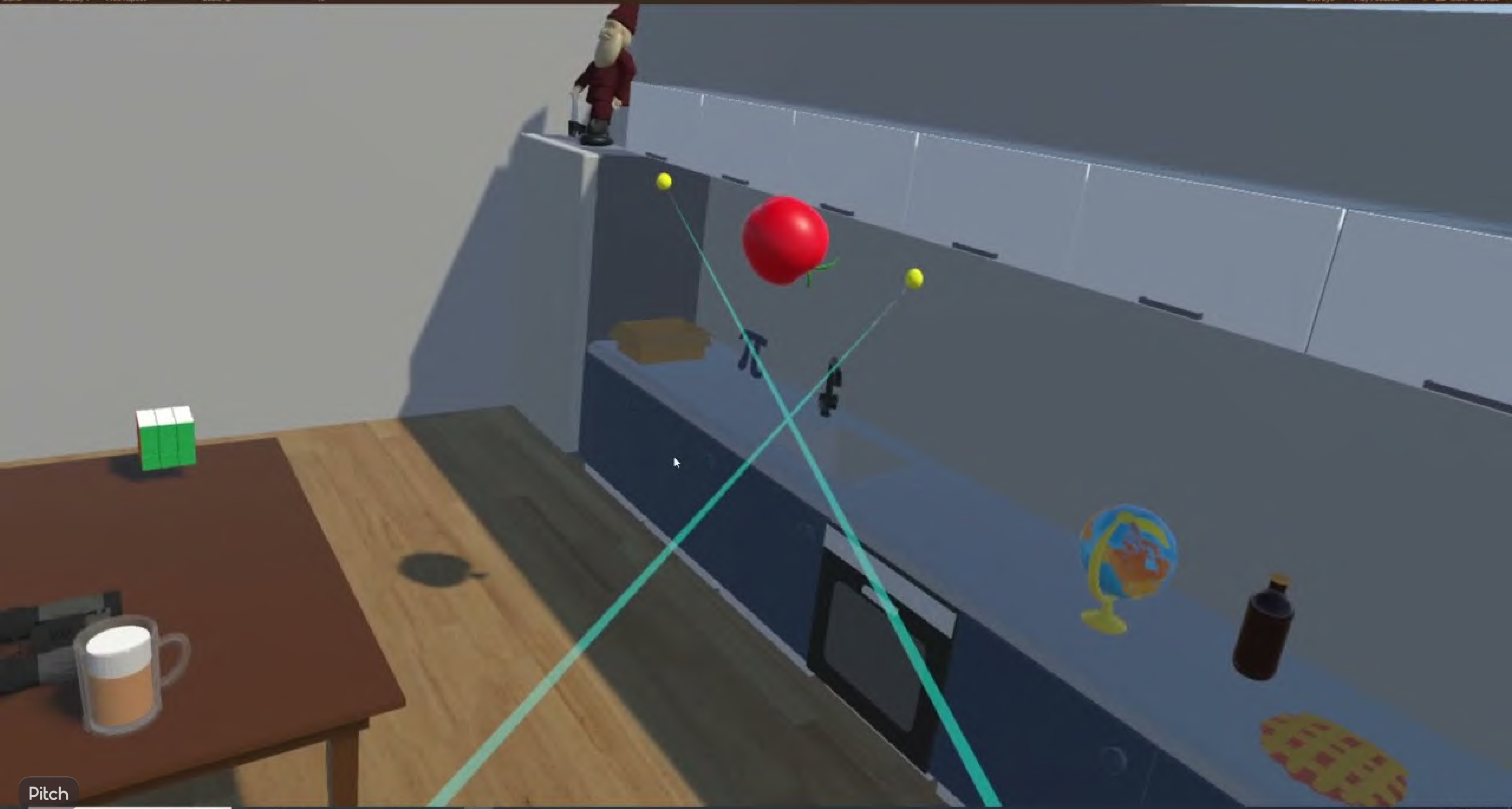
- The assets package was modeled using the blender.
- Materials are defined in Unity.
- All 36 assets are now available under one package in Unity.



- Single material models.
- Multi-mesh models.
- Photo-realistic models.

Architecture





Pitch

What are we working on?

1. Highlighting the assets, to move.
2. Complete the whole UI flow for Force Equation to apply in usability test.
3. Try to add sounds as notifications when an asset is selected.



lets continue...