

# Virtual Marimba Our Schedule

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# The Midterm Update

- Mallets appear in the user's hands (Simple model OK)
- The hands and eyes are at appropriate / immersive locations
- There is more than one bar of the marimba that when struck by the mallet plays the appropriate note
  - Reach goal: Have the entire marimba

# Updates Checkpoint

- The entire full-size marimba is now playable
- Reach: Have an experienced Marimba player provide feedback



# Final Demo

- The volume of the marimba notes is controlled by how hard the controller hits the bar.
  - Reach: Use different sound files for different volume levels for more realistic sound
- There is haptic feedback in the controller on contact
- Reach:
  - Add different skins and appearances to the marimba
  - Allow user to record performances

# The VR Fair!

All of the requirements from final demo (Minus the reach goals) in a lag-free and stable version.

