**Project Report Summary**

**Overview**

The virtual room helps in providing a virtual environment for providing a realistic virtual environment for professional and personal meetings. This report gives an overview of the all-around objective and the scope of the product so get a brief idea of the applicability of the product. It helps to make an estimable prediction about the constraints and budgets which will be incurred with Virtual Rooms and provides a comprehensive explanation of different components of the product.

**Deliverables**

The virtual room includes a variety of stakeholders which are addressed in this report having both an intrinsic and extrinsic motivation. For future innovations, technological companies like Google and Facebook are intrinsically motivated to develop virtual technologies that can help people. People from all domains will require a virtual solution to their problems hence will have a high demand for virtual environment products. The report addresses the motivation and considerations of different stakeholders involved in our product and analyzes their needs to follow our main goal.

The report included the scope of the product and how Virtual Room is applicable in different domains and research areas. This helps the consumers get a clear idea of how Virtual Room is applicable in different environments and who can use the product to solve their problems

In the constraints section, the various aspects affecting the usability of the product are discussed which provide a glimpse of the estimation of the product. The implementation constraints help to ensure the type of technologies required for the product to run efficiently and fulfill the needs of the users. Additionally, the off-shelf products required for the end products help in giving comprehensive requirements to the user of what features need to be included while using the product. On the other hand, the budget statistics help to give a summary of whether the product meets the limitation on the investment done on implementation of the idea and questions the viability of the product for the people. Virtual Rooms help to address all these issues and provide a product that is scalable to all users.

The physical environment and constraints with virtual rooms are completely highlighted in the report. It shows the applicability of Virtual Room in a different environment and how it adapts to the changing environment to ensure that the requirements of the users are met.

In section 5, the glossary helps to explain the important abbreviations, acronyms, and names which are highlighted in the report. This will help in mapping these words into the requirements which will help in understanding the product functionalities and make low fidelity design for getting an overview of the design implementation.

In conclusion, the various key terms which are utilized in this report provide a clear mapping for the technological analyst to understand the terms which will eventually affect the design which needs to be developed