

Midterm Presentation

Project Conceptualization



Project Title: Magical Challenges at Hogwarts: The Interactive Spells Chamber

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Introduction

Magical Challenges at Hogwarts: The Interactive Spells Chamber

As big fans of the Harry Potter books and movies we want to bring the joy we feel to everyone that experiences our VR room to learn about the Wizarding World spells and potions.

The theme itself has a lot of potential to give the user a good and immersive experience, making them experts in witchcraft and wizarding skills



Project Vision

Magical Challenges at Hogwarts: The Interactive Spells Chamber

We aim to have an interactive room where the user can try different spells and brew potions inspired in the movies. As the user goes trying new spells and potions he will level-up and unlock new content to explore.

All the spells and potions can be tested in a mascot present in the room that will react accordingly.



our unity project

Project Objectives

Magical Challenges at Hogwarts: The Interactive Spells Chamber

High level goals

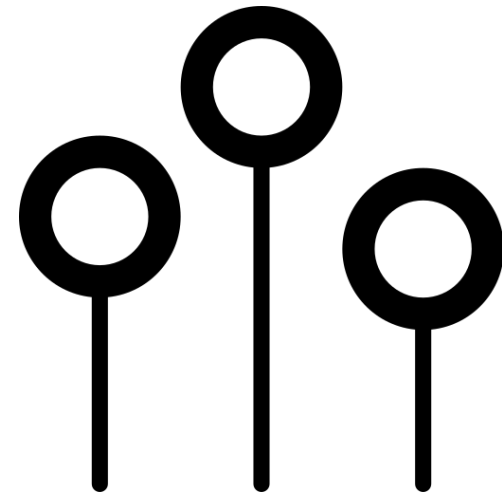
- Level-Up System

Outcomes

- Enhanced User Engagement
- Immersive and Authentic Experience
- Enjoyable Potion Brewing and Spell Casting

Benefits

- Learning more about the Harry Potter World
- Educational Value
- User Satisfaction



Personas

Magical Challenges at Hogwarts: The Interactive Spells Chamber



Harry Potter

Age 15 - 30
Computer student
Basic or Medium Knowledge

- He loves playing computer games
- He is a VR game enthusiast



Minerva McGonagall

Age 31 - 70
Middle school Teacher
Advanced knowledge

- She have access to the VR environment
- She loves Harry Potter movies

User Stories

Magical Challenges at Hogwarts: The Interactive Spells Chamber



Harry Potter
[Computer Student]

As a computer gaming enthusiast, I want to explore an interactive virtual room where I can experiment with various spells and potions inspired by movies, earning experience points to unlock new abilities, and delighting in the reactions of the accompanying mascot.

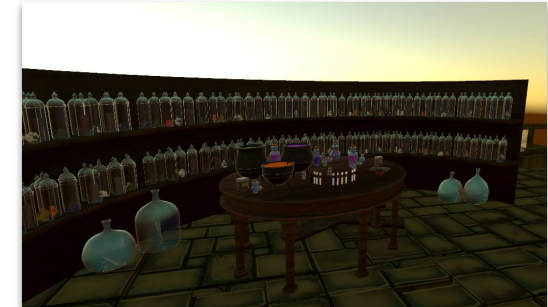


Minerva McGonagall
[University professor]

As an experienced middle school teacher with a passion for integrating technology into my teaching methods and a fondness for the Harry Potter movies, I am excited to utilize the VR environment to create an engaging and immersive educational experience for my students.

Storyboards

Magical Challenges at Hogwarts: The Interactive Spells Chamber



Magic with potions



Magic with wand

Requirements

Magical Challenges at Hogwarts: The Interactive Spells Chamber

- Quality requirements
 - Usability, Reliability
- Functional Requirements
 - Spell Interaction
 - Potion Brewing
 - User Progression
 - Mascot Interaction



Project Constraints

Magical Challenges at Hogwarts: The Interactive Spells Chamber

- Tracking of the wand
- Level-up system
- Mascot reactions



Next Steps

Magical Challenges at Hogwarts: The Interactive Spells Chamber

- Add new tasks like herbology
- Add more domestic animals for the user
- Add quidditch field to play and fly with the broom



Thank you

Harry Potter