

EMT Training Simulator

Team List

Andrew Mair - 3D Modeler with experience in Unreal Engine (some Unity). Familiar with character modeling, rigging, and basic animation. I have experience with Level Design. Games I previously worked on are *Monkey Madness* and *Sierra Nirvana*.

Allyson Foley - Level Designer with experience in Unity. Will be assisting the main programmer and with designing and implementing UI.

Jonah Dearth - Associate Producer. Was Designer and Producer on [The Pale Dot](#), a 3D Platformer made in Unity.

Timothy Sandburg - Level Design with Unity and Unreal experience.

Sunny Mallard - Designer and Artist. Previously worked on Shadow Dwellers, Sacrifice My Heart, and Vampires are Sexy

Isaac Dunaevski - Lead producer, as well as programmer and level design, was lead programmer in production projects such as Aero's Great Escape.

Dexavier Chang- Technical designer with years of experience using Unity. The main objective is to build the engine, implement the code and mechanics, and fix scene problems. Normally does smaller coding tasks so that the main programmer can focus on more major ones. Previously worked on games include Ghost n' Bits and Psychodelic 85. Normally does the documentation for projects.

Summary

The problem is people want to work in the medical field, but lack training and/or funds to pursue their dreams. What if a technology helped train people to be certified emergency medical technicians? The technology in question would be at your own pace and would give you a direct look at what you would be facing as an emt. Research was done way before this project and it showed that virtual reality emt trainers didn't exist.

Description

Step into a virtual reality world as a practicing EMT and learn the skill sets of one by completing simulations. Each interaction you pass, gets you feedback and allows you to progress further into the experience. This includes medical kits, training dummies, EMT trucks, and any EMT related tool you could think of. To simulate real life EMTs, we will implement a training course on a test dummy. The test dummy will allow the player to settle into the game and learn how everything works. One human interaction would be learning how to use oxygen on a patient. You would use a nasal cannula and hook it up to a patient who has breathing problems. There will be step by step instructions and diagrams that guide the player throughout the entire ordeal. Our decision to make the oxygen the first thing you learn comes from Isaac who currently works as an emt. One of the first things an emt learns is how to hook up oxygen and we want to make this simulation as authentic as possible.

Timeline

- **October 16th - Prototype 1**
 - Paper Prototype, or Tech demo of the layout expected

- **October 23rd - Production**
 - Asset Creation
 - Basic Art Assets
 - Character Patient Model Done
 - Environment Modeled
 - Programming
 - Movement Controls
 - In Game Instructions and Primary Mechanics implemented

- Medical Tool Functions and Effects
 - Cause and Effect Scenarios for Tool-Patient Interaction
- Design
 - Primary UI Designed
 - Main Level Designed (whiteboxed)
 - Medical Scenarios researched and designed
- **November 5th - Vertical Slice**
 - Test on Game Headset
 - Fact Check Medical Scenarios for Accuracy
- **November 13th - Prototype 2**
 - All in game scenarios are present in game
 - One fully populated/created and programmed scenario and playable
 - All scenarios are designed and whiteboxed
 - Implement non-gameplay essential sound
- **November 20th - Alpha Testing**
 - Game is completable and all assets and mechanics are present
 - Ready for in house testing
 - Refine for final
- **December 8th - Final Project**
 - Complete testing
 - Turn in final build of game