

Group 5
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Final Deliverable Workload Distribution

Austin Youngblood

- Player Model move - 35 points
 - Making the player model model correctly with the headset - 17.5
 - Making the player model work correctly with the controller -17.5
- Player Model Pick up items - 35 points
 - Player will be able to pick up models and look at them - 17.5
 - Player will be able to rotate models that they pick up - 17.5
- Clarify player path - 10 points
 - Make path easier for any user to figure out
- Make signs - 10 points
 - To clarify position - 5
 - To clarify exhibits - 5
- Fix lighting and decor issues - 10 points
 - Various small collider issues and lighting issues to be solved

Nick Gustafson

- Create the rest of the checkpoints (35%)
 - Create the other checkpoints for the t-rex and smilodon exhibits (15%)
 - Fix the user interface to be more intuitive and easy to use (10%)
 - Create the controller in VR so it is easier for the user to make selections (10%)
- Create the rest of the information over each of the exhibits (30%)
 - Make the information pop up for the t-rex and smilodon (15%)
 - Make the information pop up more user intuitive (15%)
- Create the end quiz (35%)
 - Create the end full quiz for the user testing knowledge (20%)
 - Be able to save the data for further analysis (15%)

Eric Paulz

- Instructional Phase (50%)
 - Create translucent wall blocking the main exhibit area. (10%)
 - Prompt the user to try looking around their environment using the headset. (10%)
 - Create a popup informing the user of how to use the controls. (10%)
 - Allow user to move to next text box using a button on the controller. (10%)

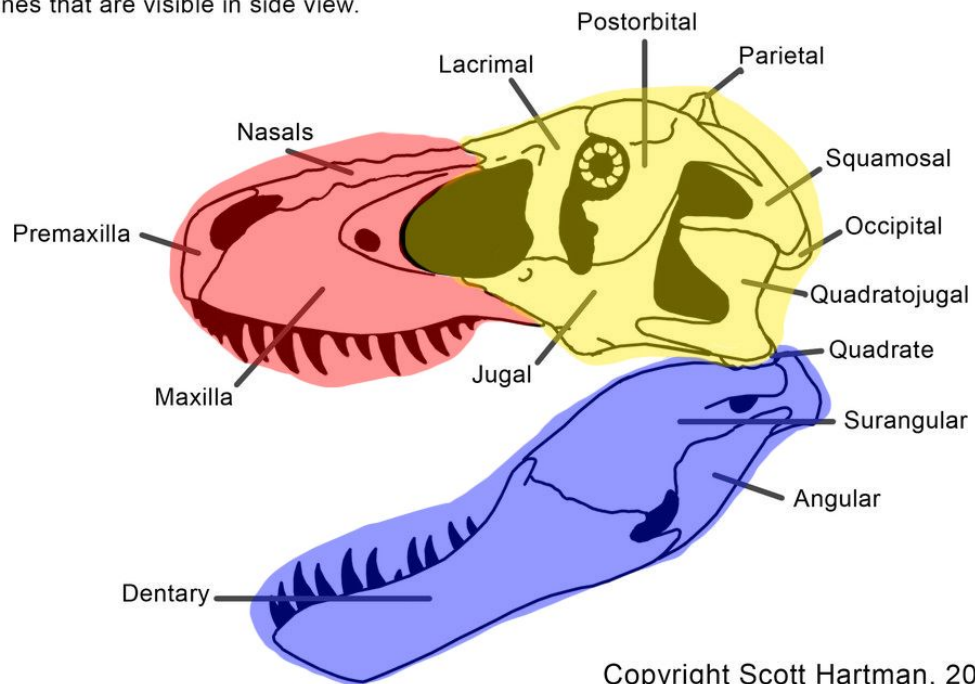
- Once these prompts are cleared, remove the wall and prompt user to continue to the main exhibit area. (10%)
- Guided Practice Phase (50%)
 - Guide the user to walk towards exhibit 1. (5%)
 - Just before arrival at exhibit 1, create popup box explaining that the user should begin by reading the information presented about the exhibit. (10%)
 - When user has arrived at the exhibit, prompt him/her to pick up the exhibit object. (10%)
 - When the object has been picked up, prompt user to inspect the object by rotating it around. (10%)
 - Prompt user to place the object back on the pedestal when he/she is finished inspecting it. (10%)
 - Guide user towards the first quiz area after exhibit 1. (5%)

Leah Wiitablake

- Models (see attached images)
 - T-rex skull modeled **(50 pts)**
 - Front of skull and teeth (red) (15 pts)
 - Back of skull (yellow) (15 pts)
 - Lower jaw and teeth (blue) (20 pts)
 - Smilodon skull modeled **(50 pts)**
 - Front of skull and teeth (red) (15 pts)
 - Back of skull (yellow) (15 pts)
 - Lower jaw and teeth (blue) (20 pts)

External Bones of the Skull

Like other vertebrates, dinosaur skulls are made up of many bones joined together. Here are the ones that are visible in side view.



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