UNIVERSIDAD
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TouriaVR:

"Connecting Worlds Through Interactive Tourism"

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Problem Definition

THE PROBLEM AT HAND REVOLVES AROUND THE ISSUES THAT DETER PEOPLE FROM TRAVELING.

Solution

We leverage Virtual Reality (VR) technology, comprising VR headsets and controllers, to immerse users in authentic, lifelike experiences that transport them to diverse destinations. Utilizing a combination of VR cameras for real-world capture and online resources for unrecorded locales, we offer interactive tours in our meticulously documented places.

These guided explorations grant users complete autonomy to direct their gaze as they please, aided by VR controllers for interaction with the virtual environment.

Our aim is to create a remarkably lifelike experience, particularly for those unable to physically visit these extraordinary destinations. Throughout the journey, a voice-over guide discusses historical and cultural moments, with language selection options available in the main menu, including Spanish and English.

Functional Requirements:
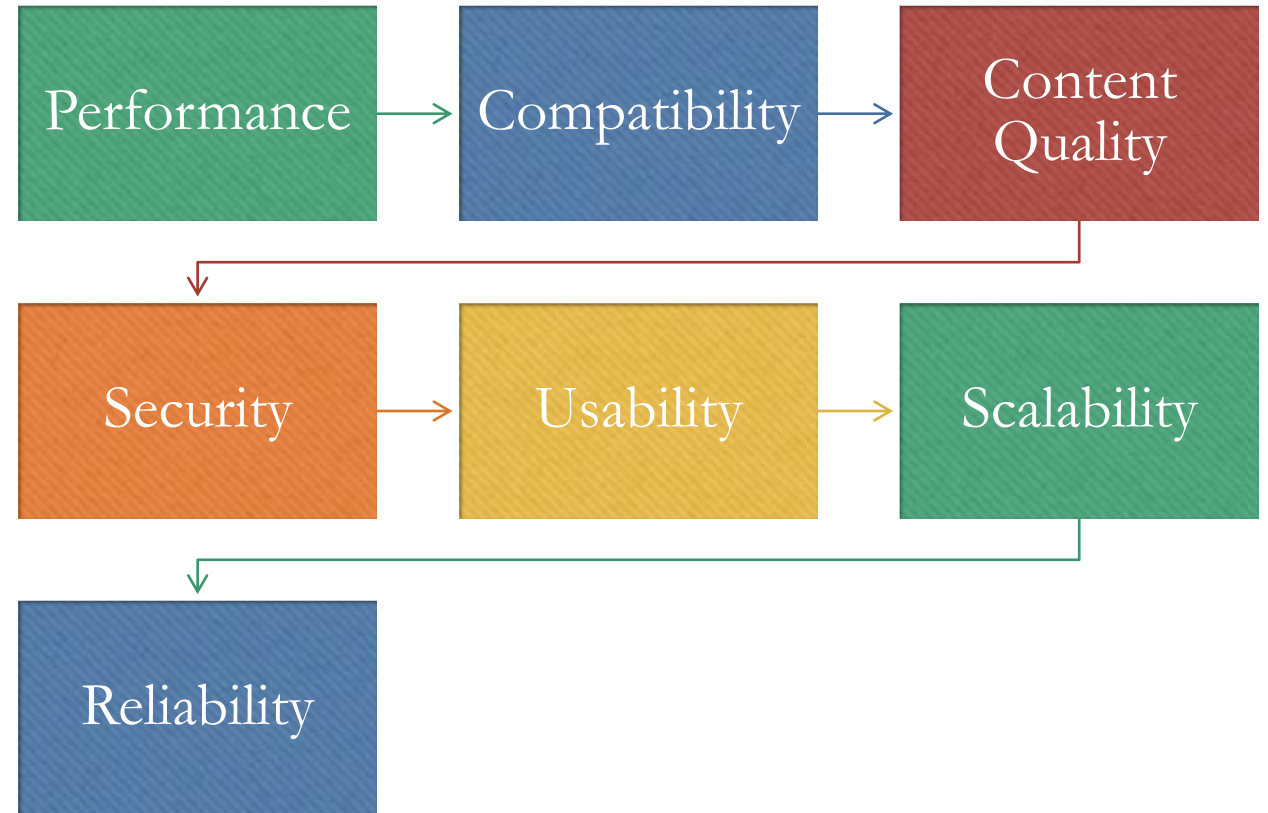
- Startup Sequence
- Main Menu
- Tour Selection
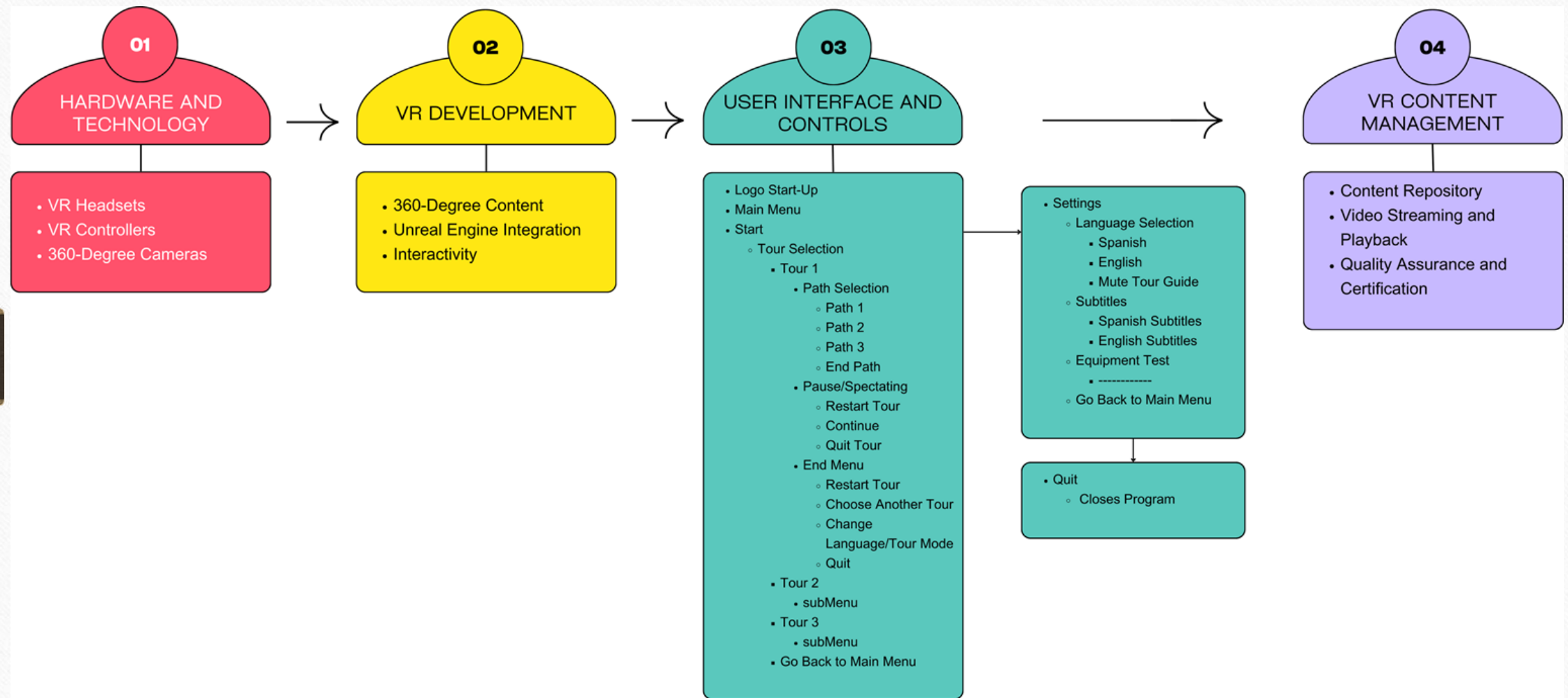- Voice-Over Guide
- Interactivity
- Spectating
- Tour Restart and Selection

Non-Functional Requirements:

Performance → Compatibility → Content Quality

Security → Usability → Scalability

Reliability

Structural Diagram
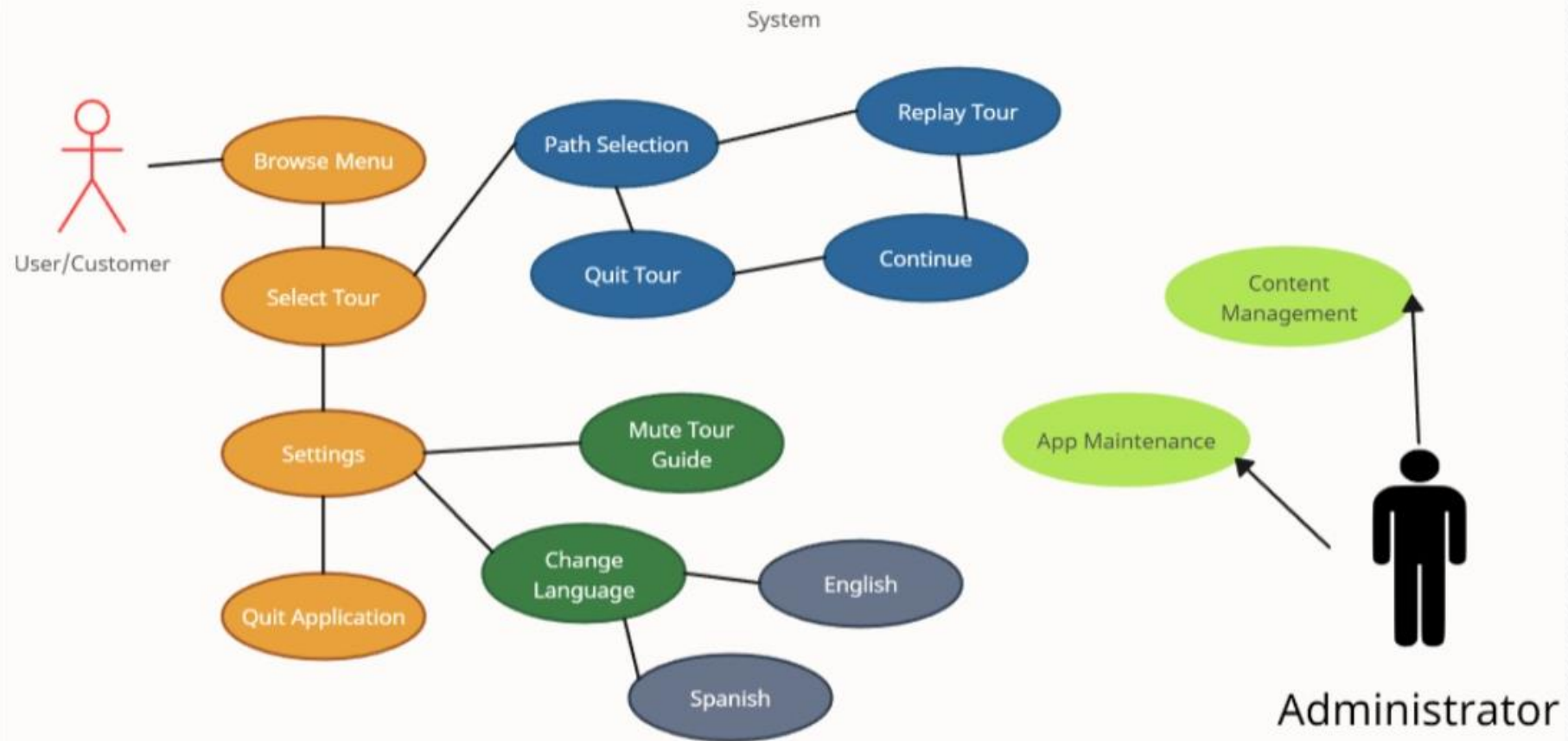
Spectator Menu Sketch:

Use Case Diagram

References

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Questions?