Project Requirements Document – CarnivalVR

**Stakeholders:** Brady Rainey (Librarian), Charles Davis (Programmer), Shaheer Jilanee (Programmer), Philip Dukleth (Programmer), David McDermott (Programmer), Paul Mullins (Professor)

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| Document Modification History | |  |  |
| Version | **Date** | **Author** | **Description** |
| 1.0 | 03/25/2016 | Brady Rainey | Initial Version |

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# Project Description

A carnival game simulator for the Oculus Rift VR headset.

## Service Need

A project to demonstrate our ability to provide the steps necessary to bring a project to fruition.

## Project Purpose & Scope

The purpose of this project is to demonstrate our ability to plan and manage a project.

## Technical Challenges / Issues

Our group is without a personal computer capable of supporting an Oculus Rift VR Headset. We plan to use an available school computer to fix this as well as the school’s Oculus Rift VR Headset.

## Timeline

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| --- | --- |
| Project Plan Due | March 16, 2016 |
| Requirements Document Due | March 23, 2016 |
| Prototype | March 30, 2016 |
| Project Due | April 29, 2016 |

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# Requirements

## Functional Requirements

Primary:

1. Users can load game to Oculus Rift VR Headset.
2. Users can interact with available games.

Secondary:

1. Users can ride rides.

## Technical Requirements

Primary:

1. PC Support Initially.
2. Unity program for game support.
3. Written in C#.
4. Oculus headset for testing and playing.

Secondary:

1. The system should be built using free open source software (FOSS) where possible.

## Policy Requirements

Primary:

1. The system functionality will be driven by policy whenever possible.
2. The same polices apply to all versions.

Secondary:

1. The policy will be adjusted to accommodate technical limitations with the system or devices.

## Usability Requirements

Primary:

1. The system will be fully function on Windows environment.
2. The system will support keyboard and built-in Oculus controls.

Secondary:

1. Beta usability testing will be limited given the time constraints for this project. Possible use of feedback forms?

# Project Constraints

Time constraints: We need a system to be available for beta-tests ASAP to prepare for a late April rollout. The system needs to be in production with an interactive interface before mid-April.

Cost constraints: Budget funding is limited, so any vendor products will require no cost.

Scope constraints: This project will be limited to dealing solely with the software creation, installation, and implementation. Once the project is complete, the work will need to enter into maintenance cycle.

# Communication Plan

Internal Communication: Taskforce meets informally 3 days a week after class. Most of the taskforce meets during common hour during the week. Email communication is ongoing. Formal meetings once a fortnight.

External Communication: The professor is updated with documents as the project progresses.

# Documentation

## Administrative Documentation

Administrative documentation will be provided on the group OneDrive cloud storage.

## Technical Documentation

Technical Documentation will cover the installation and customization of the software. This documentation will be available at the group OneDrive cloud storage.

## End-User Documentation

End-User documentation will be developed during the final stages of production in April. Explore the use of in-game video tutorials.