

Senior Design - Design Documents

Project:

Fishbowl

Description:

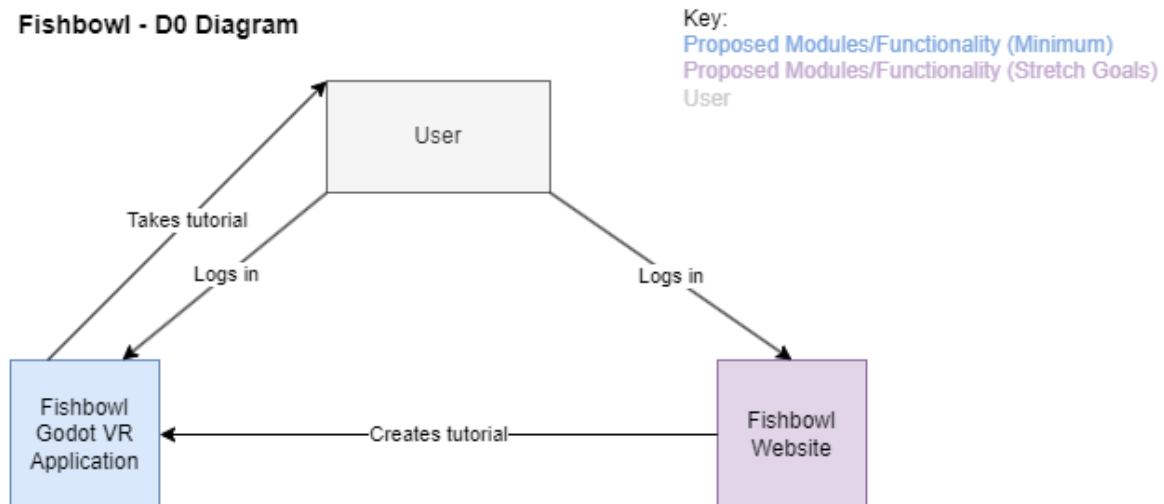
Application for creating and taking VR/AR lessons/tutorials on any topic. Instructors can create tutorials in VR and students can look up these tutorials to complete interactively in VR.

Members:

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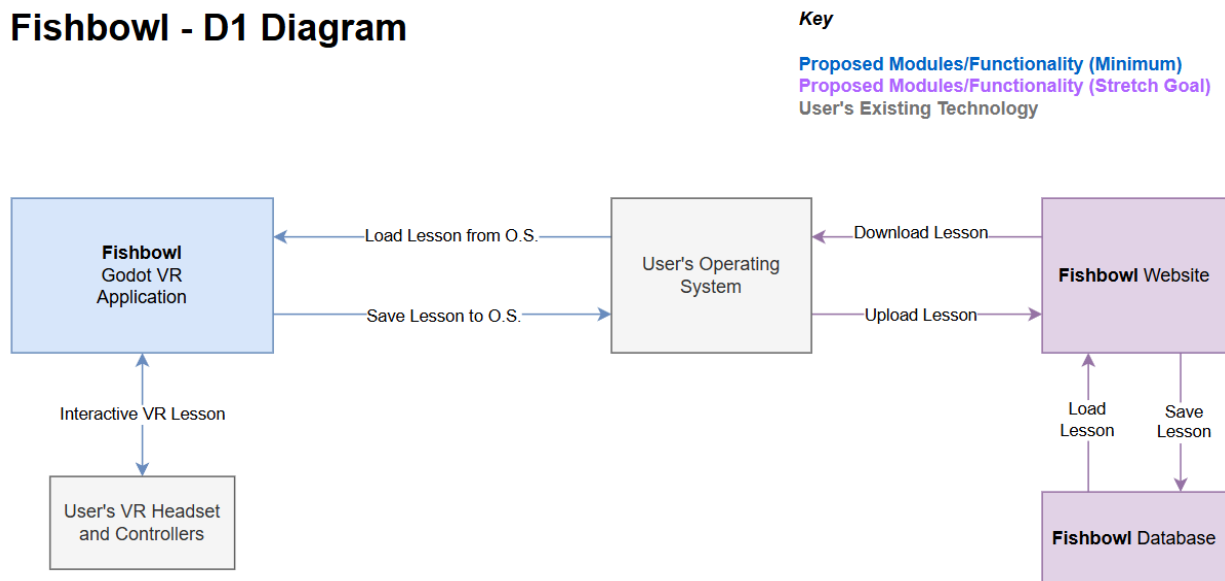
D0 Diagram

Fishbowl - D0 Diagram



D1 Diagram

Fishbowl - D1 Diagram



Our D2 Diagram shows the main components at play for this project. We envision our application as being primarily a VR Application (requiring a PC and VR Headset) that allows users to create and experience virtual lessons (such as changing a tire, welding, setting an IV, etc.). The left half of the diagram expresses this part of the application.

On the right, we've detailed a "stretch goal" for the project where users can upload/download lessons to/from the website and database. This allows users to share their custom lessons and experience lessons created by other users.

D2 Diagram

