**VR Project**

Team Members: Justis Gill, Joshua Marshall, Trevor Vasher

**Project Overview**

Oculus Rift is a hardware device worn as a pair of goggles that provide the user with a visually immersive 3D experience known as virtual reality. Our project will take a dataset related to U.S. election polling and present it within a 3D environment to be viewed through the Oculus Rift.

**Project purpose, scope and objective**

The purpose of this project is to create a 3D environment to be viewed through an Oculus Rift that will present U.S. election polling data in an immersive and visually appealing manner.

Geographic preference of candidates and changing of preference over time will be displayed. The user will be able to navigate the environment to see the data visualization from different perspectives. The program will be able to visualize data from both current and historical elections based on the input.

The overall objective is to create a program that will show the Oculus Rift can be an effective tool for data visualization. The program that is created may produce visualizations suitable for educational presentations, demonstrating polling results in an eye catching way, as well as personal entertainment.

**Team organization (roles and responsibilities)**

Lead: Justis

The team lead will keep track of progress and ensure all deadlines are met. He will also be responsible for all outward communication on behalf of the team.

Other Members: Joshua, Trevor

Specific Roles: We plan on all discussing and working with each area of the project, however the assigned person is the lead for that area and takes on responsibility for it's completion.

* Documentation Lead: Justis
* C# Lead: Justis
* QA Lead: Justis
* Conceptual Design Lead: Joshua
* Project Design Lead: Joshua
* UI Lead: Joshua
* Presentation Lead: Trevor
* Testing/Debugging Lead: Trevor
* API Lead: Trevor

**Problem Resolution policies**

If a team member has not been in communication with the team as a due date is approaching, the team lead will notify the TA and the instructor. The notification will come no less than 12 hours before the due date. If it becomes clear that the team member will not complete their part of the work, the remaining members will attempt to complete it.

**Project Plan (iterations, project schedule)**

We will be meeting with the client weekly. Our current plan is to meet every Monday at 5:15 pm in our classroom. Our schedule is based upon our current progress and outlook, however the dates and goals may change in the future.

First Meeting: Monday September 21

* Client will let us know what he envisions the project to be
* Get clarifying details about our project from the client
* Set direction and schedule for project

First Prototype: Monday October 12

* Major Goal: Have fully prepared dataset
* Familiarity with Unity and development environments set up

Phase 2: Monday October 26

* Major Goal: Dataset integrated into Unity with barebones visualization
* Project Design/Storyboard Documentation completed

Phase 3: Monday November 23

* Major Goal: Visualizations completed within Unity environment
* Framework for visualizations data complete

Project Completion: Wednesday December 9

* All visualizations and storytelling elements completed with corresponding documentation

**Configuration Management Plan**

Because this software is not proprietary, we will use a public Github repository to host our code and related documents. This will allow our project to be used, extended, or improved by others after its completion. Branching will be done on a per feature basis, and all merging will be done by the designated team member.

**Technologies**

* Windows
* Oculus Rift
* C#
* Unity
* Github
* Huffington Post Pollster API