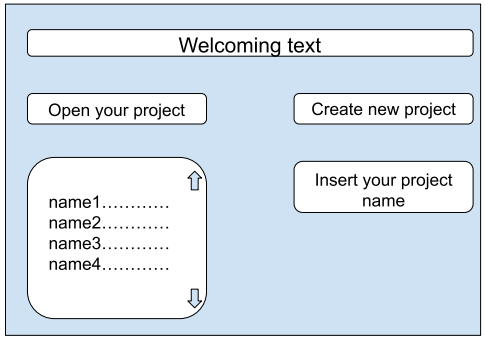
Project plan - Echo Room

0: Title scene

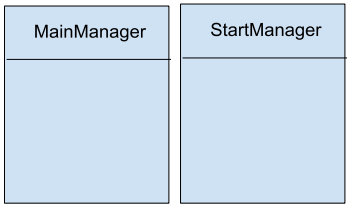
Fixed animation of our background with text field and timer to skip to the next scene. No interaction previewed.

1: Main menu

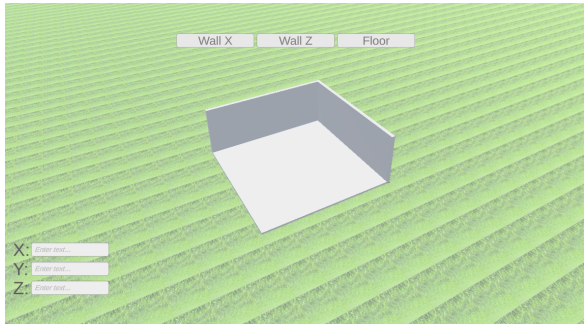


Allows to create new projects
Load old projects

Scripts:

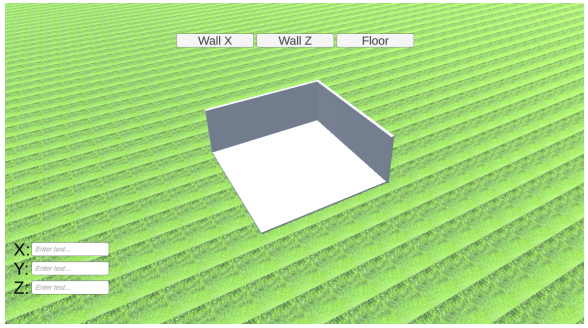


2: Tutorial



Short explanation of how to use an editor.
No interaction previewed.

3: Room editor



On this stage user can create room using 3 dimensional objects, each predefined according to 3 axis:
Floor - with predefined size Y, Wall X - with predefined size X, Wall Z - with predefined size Z.

Size of each object can be changed by:
1.Clicking on an object
2.Entering new dimensions int InputFields + clicking Enter to confirm our choice,
3.Clicking again on our object + clicking key ‘d’ to apply changes.

Room creation: User have to start with a Floor object to attach a wall to it. Once walls are stick to the floor they can only move on the edge of the floor. Since then floor becomes frozen, the only way to go back to the previous state is to delete walls.

+doors
+windows
+lightning +security items (alarms/sensors)
+transparent roof

-> save project ->go to panels editor

Scripts:

Buttons	CreateFloor	CreateWallX	CreateWallZ	ReadInput	UserInputManager	CameraMove

4: Panels editor

User can now apply acoustic panels attaching it to the transparent roof with distance keepted between lightning, security items, doors and windows.

-> save project ->go to virtual walk

*extra 3D sound sources can be added to the scene if any exists

5: Virtual walk

User is placed in a precalculated position in the center of the room.
User changes his position by holding: WSAD or Arrows LRUD. Its local velocity is changed by dragging MouseButtons(L).
UI: Slider with white noise volume, above it use can see strength of noise.

-> back to panels editor or
-> go to costs calculations

6: Order

User now receive cost calculations, generate order in pdf.

7: End scene

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