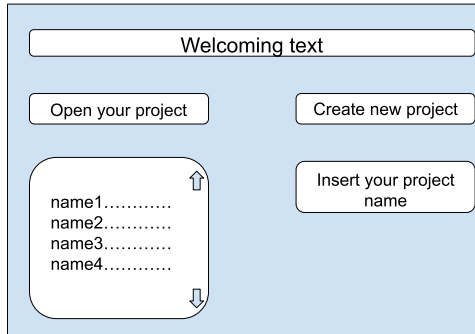


Project plan - Echo Room

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

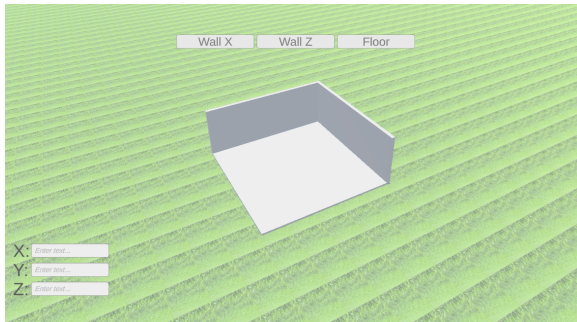
A light blue rectangular panel representing a main menu. At the top is a white rectangular box containing the text "Welcoming text". Below this are two white rounded rectangular buttons: "Open your project" on the left and "Create new project" on the right. On the left side, there is a white rounded rectangular box with a vertical list of four items: "name1.....", "name2.....", "name3.....", and "name4.....". This list is flanked by a small upward-pointing arrow on the left and a small downward-pointing arrow on the right. To the right of this list is another white rounded rectangular button labeled "Insert your project name".

Allows to create new projects
Load old projects

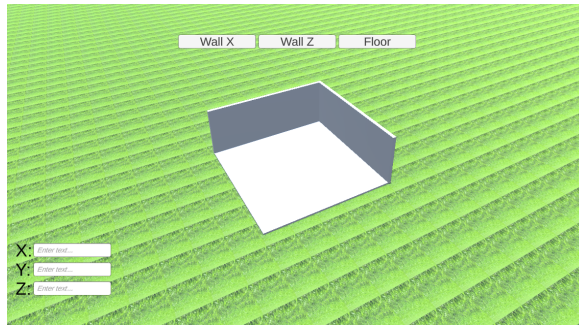
Scripts:

MainManager	StartManager

2: Tutorial



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



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 into InputFields + clicking Enter to confirm our choice,
3. Clicking again on our object + clicking key 'd' to apply changes.

Room creation: User has to start with a Floor object to attach a wall to it. Once walls are stuck 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

User can now apply acoustic panels attaching it to the transparent roof with distance kept 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 MouseButton(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

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