

CS461: Client Requirements Document

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1 INTRODUCTION

1.1 Purpose

The main goal of the project is to make customers feel more inclined to purchase Columbia gear through the use of an immersive, outdoor Virtual Reality experience. This document exists both for development of the project and to provide a detailed description of the technical requirements for the clients.

1.2 Scope

We want to create an outdoor virtual reality experience for customers at a Columbia retail store. The application will consist of both visual and audio experiences to create an outdoor world in which the user can navigate. The main activity available will involve fly fishing in one of the rivers within the environment. Users will also have the ability to interact with Columbia products while in the experience and gain specific product information.

1.3 Definitions

Virtual Reality	Sometimes shortened as VR
HTC Vive	A virtual reality headset produced by HTC
Unity Game Engine	The Unity Game Engine, developed by Unity Technologies is used in this project to develop the virtual reality simulation.
Avatar	An icon or figure representing a particular person.
Wands	Controllers that are used with the HTC headset.
Base Stations	These allow the Vive to track the movement and location of the wands and headset.

1.4 References

[1] S. Michalak and E. Lind, "Virtual reality heuristics," Sep 2016.

1.5 Overview

The next chapter of the document will give an overview of the basic functionality of the Virtual Reality product. It contains informal requirements to provide background for the third section, Specific Requirements. The third section will provide more detailed requirements. This section is intended for a more technical audience like developers.

2 OVERALL DESCRIPTION

2.1 Product Perspective

This VR product may be new to Columbia Sportswear but will still have ties to existing products. Within the experience, users will have the ability to view and interact with Columbia gear. Users will also be given the opportunity to wear Columbia gear while participating to learn how the clothes feel while executing certain movements.

The product will rely heavily on Virtual Reality Hardware. Specifically, the HTC Vive System. This system consists of the the headset, two wands, and two base stations. Additionally a Virtual Reality compatible computer is needed to actually run the software. In terms of software the product will rely on the Unity Game Engine. Unity will do the heavy lifting when it comes to rendering the virtual environment and making it look as realistic as possible.

2.2 Product Functions

The VR setup will allow the user to simulate outdoor experiences. Specifically, the user will be able to virtually see Columbia Sportswear gear in the environments they are intended to be used in. This will be done using the HTC Vive headset and wands. The final product will allow the user to travel to a number of environments in a given session to test a variety of clothes and equipment. This product will also give customers the ability to save the gear they liked in the VR, and access that information after the experience is over.

2.3 User Characteristics

The general type of user of this project will be a customer at a Columbia Sportswear retail store. Under this umbrella lies a few different types of customers. First there are customers who are inexperienced in the outdoor activity they are buying gear for. This target audience will benefit most from the VR experience as it will allow them to experience the activity without a lot of commitment. Secondly, there are customers who are experienced in the activity they are buying gear for. This audience will benefit from the VR experience because it will allow them to view themselves actually using the gear.

2.4 Constraints

A virtual reality headset like the HTC Vive has some inherent restrictions. The first one is space. The HTC Vive tracks how much space you have set the system up in and creates virtual barriers. This limitation can be alleviated by using the controllers to move the users within VR environment. Besides physical space, space in the virtual display is also a concern. Information needs to be supplied to the user without obstructing the VR experience. A second limitation are the graphics within the VR environment are not entirely realistic. Because we are trying to promote Columbia Sportswear Gear it needs to be as authentic as possible.

2.5 Assumptions and Dependencies

todo

2.6 Apportioning of Requirements

One part of the project that will likely be delayed until later versions is the social aspect. Ideally the user would be able to share their VR experience on social media sites like Facebook or Youtube. This could be in the form of 360 degree images or videos. At the moment this requirement is not a high priority.

3 SPECIFIC REQUIREMENTS

3.1 External Interfaces

need to be more specific for each item

- 360 degree view of outdoor scenario within VR experience.
- User view projected onto external display.
- Product information available inside VR Experience.
- Optional user guidance (audio/visual).
- Physical wand controller available to be held by user.
- HTC Vive virtual reality equipment with visual, audio, and tactile capabilities.
- Built to be experienced in confined room (no bigger than 12 feet by 12 feet).

3.2 Functions

- Ability for users to interact with fly fishing equipment.
- Ability to see Columbia fishing apparel in use.

3.3 Performance Requirements

- Must be responsive enough to prevent user distraction.^[1]

3.4 Software System Attributes

Our unity environment should be portable and work on all htc vive systems. Correctness can be evaluated by how authentic the real-world experience we're trying to replicate is. We should be able to adjust the scenes easily and accommodate for any changes that the client wants.

3.4.1 Reliability

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3.4.2 Availability

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3.4.3 Security

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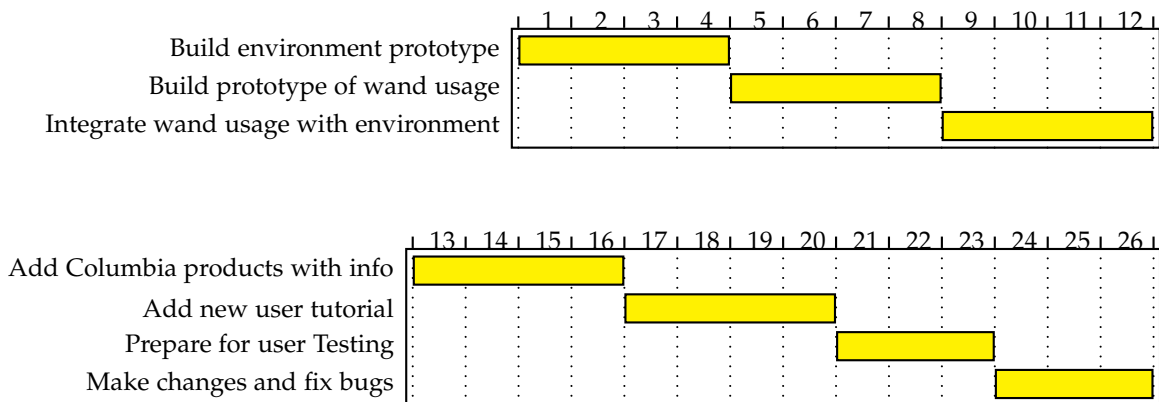
3.4.4 Maintainability

As time goes on it should be easy to adapt the product to easily include more Columbia Sportswear products and virtual reality environments to accompany them.

3.4.5 Portability

4 GANT CHART

Measured in weeks.



Intel Sponsor

Date

Columbia Sponsor

Date

Student Team Members

Date