**Visual Impairment Simulator**

***Release 2.0*  
25 September 2018**

Visual Impairment Simulator is tool for people who want to experience what it's like to have a visual impairment. Using a Google Cardboard V2 headset, the user can experience visual impairments in a augmented reality.

# Requirements

* Requires Android 5 (Lollipop) or higher
* Google Cardboard V2
* Most recent models with a gyroscope and 4 to 6 in screens (10 to 15 cm) are supported
* Phones a year or two older may suffer from poor frame rate, latency, and other issues

# Release notes

* Added instructions screen
* Handles permissions correctly
* Now compatible with Android Oreo and Pie
* Changed Icon and Splash screen
* Now available on Play Store

# Instructions

Start the application. Read instructions and press begin. Put the phone into the Cardboard device. Adjust the lenses and phone position until the first image is clear.

The user can now look around and will 3D representation of the image.

The user can pull the trigger on the cardboard device, and the current impairment will get worse.

Keep pulling the trigger until the image changes.

The user will be in a new image and will experience a new impairment.

Repeat these steps until all impairments are completed.

# Known Problems

* Ability to go backwards not working