Siddharth Pant and Nate Beard

Project 3 Milestone 1

Pathos VR app

**Tasks**

*Nate*: will work on the first half of the experience—from the UI of the first scene and info scene to the transition into the VR experience.

1. Center launch screen image and fix UI on first scene: Text should explain context of app (i.e. you're stepping into the life of a woman who lives in Kibera...) and should be centered. Image needs to hit sides, view should be fixed and not transition into portrait, white/grey line needs to separate image from text).
2. Change buttons and transition: Two buttons instead of the one "Stream" button: 1) is the Fullscreen box button—currently on the GVRView—that leads the user into the next scene instructing her to put in headphones, find a quiet place, and try to step into the shoes of the woman living in Kibera. 2) The GoogleCardboard button takes the user to the default Google Cardboard config telling the user to put in the cardboard.
3. Customize Google Cardboard transition scene: In addition to "Place your phone into your Default Cardboard viewer," we need to include a message telling the user to put headphones on and instructions mentioned above about finding a quiet place and attempting to empathize with the experience.

*Siddharth*: will work on the VR experience and the transition into the info page when it’s done.

1. Remove "i" info button from GVRView: Right now, it opens up a default web browser page to Google VR support. This is not for a user, but for a developer.
2. Remove settings button, Fullscreen button from Cardboard, and view and Cardboard button from the: Right now, the settings button doesn't do anything, and Romain wants to control the experience as much as possible so the user should be able to transition between fullscreen and VR mode. They need to watch the whole experience.
3. Bring user into "info" scene after the experience is done: Right now, the experience just replays once it's done I think. Once it's done though, the user should be led to the "about" or "info" scene where it explains the purpose of the video and (maybe) some call-to-action.
4. Remove play and pause ability.

Stretch goal: Romain wants a scrollable custom table view. We can create that for now, and hook up firebase to it to provide images (“Coming Soon”) and text for the scenes.

1. Create custom TableView for new content. We don't have to connect it to the app flow right now, but it should pull 1) an image, 2) content description, and 3) the link to the AWS link into the TableView from Firebase. I think this is possible. We did firebase in class and, while we didn't do custom TableViews, another kid in our class did so I think it's possible.