

## PRESENTATION OVERVIEW







#### **JAMES MERCER**

Project Manager Meeting Facilitator

#### **JUSTIN DERY**

Project Programmer

#### **SWATI KALRA**

Project Assistant Minute Taker

### **RYAN HUBER**

Project Programmer

### CLIENTS AND SPONSORS

#### **TERESA AHO - CLIENT**

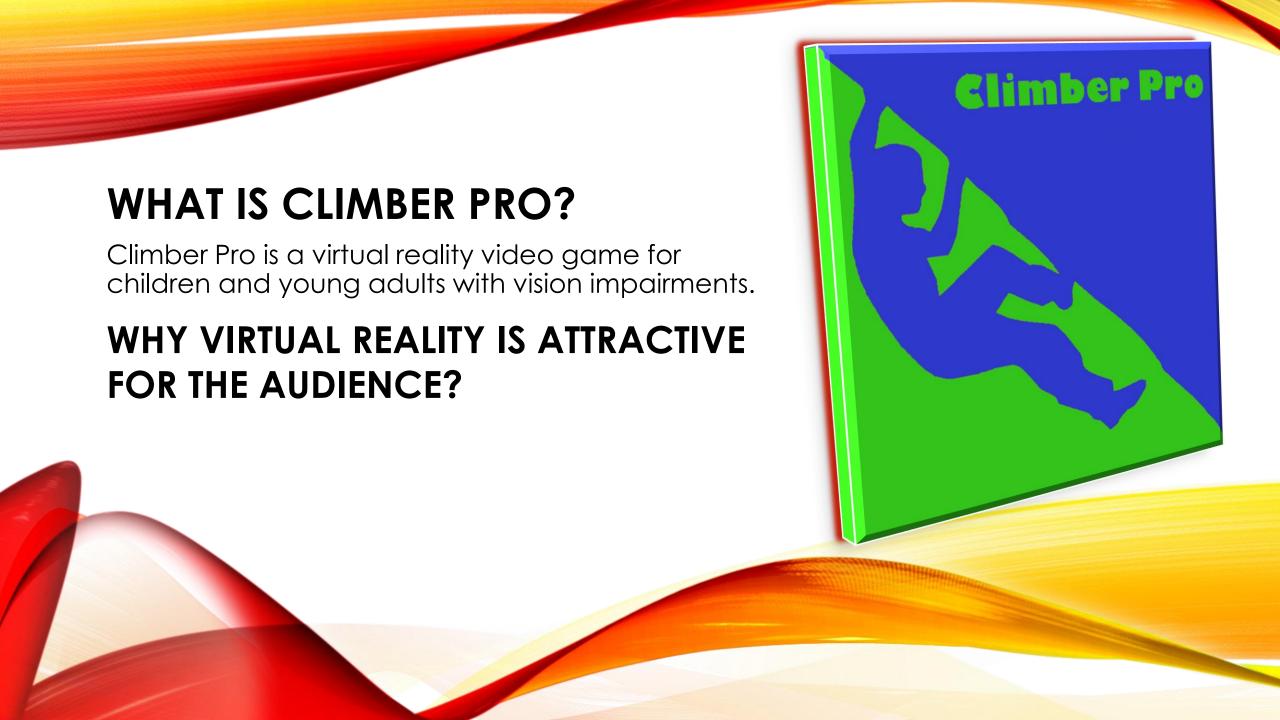
Child and Family Services Counsellor at CNIB

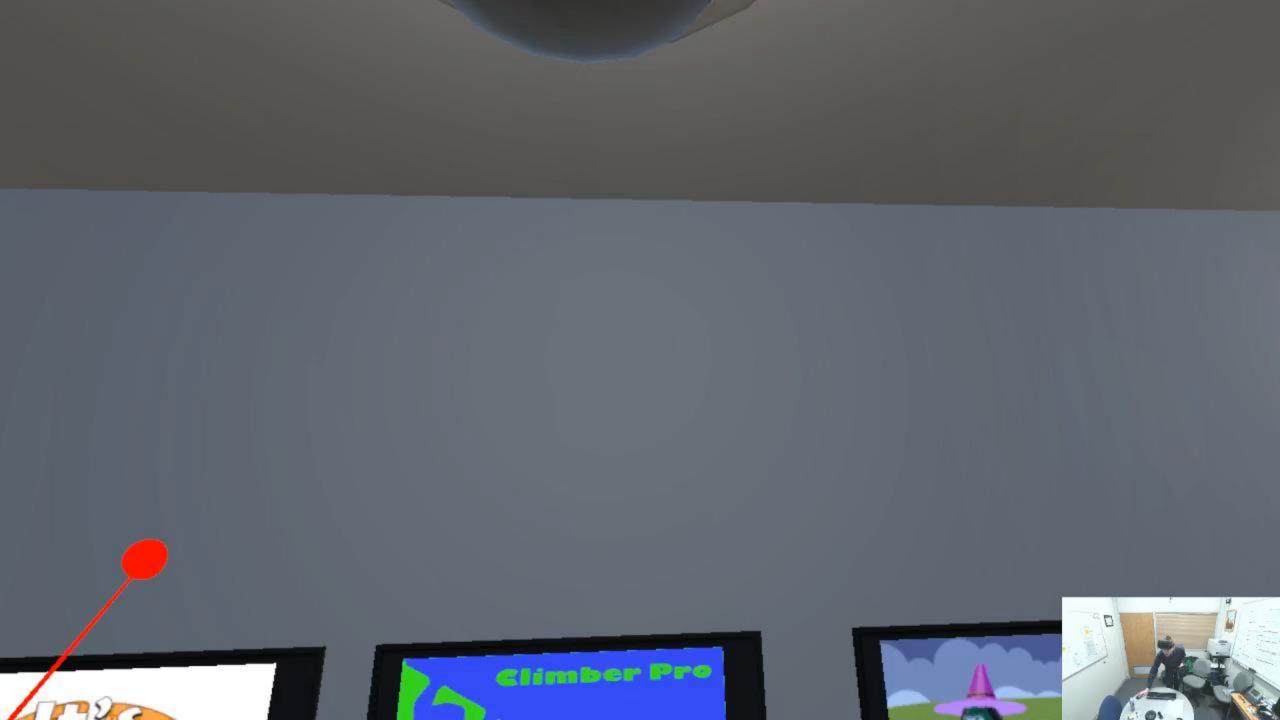
#### **GAVIN OSBORNE - SPONSOR**

Head of Business Information System Program

#### MIKE BARCLAY - SPONSOR

Instructor of Business Information System Program





### CAN SOMEONE LEGALLY BLIND EXPERIENCE VR



# HOW WE MADE THE GAME ACCESSIBLE



# SHOWCASING CLIMBER PRO



### THINK IT





"We want to play the climbing game again"





## NEWS COVERAGE

https://regina.ctvnews.ca/visually-impaired-youth-tryout-accessible-virtual-reality-game-1.4438307



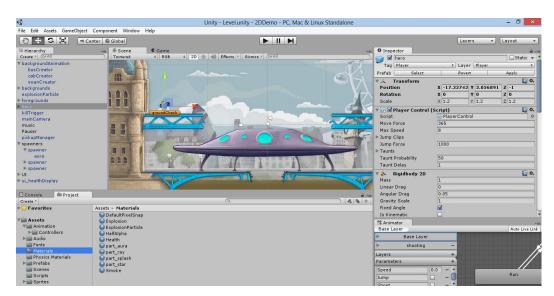


- Unity
- HTC Vive VR System
- Visual Studio 2015 (C#)

### WHAT IS UNITY? HOW DID WE USE IT?

### What is Unity?



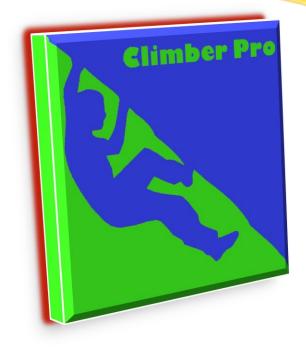


How did we use it?

### HTC VIVE

### What is HTC Vive?

What are the major components of the HTC Vive VR system?





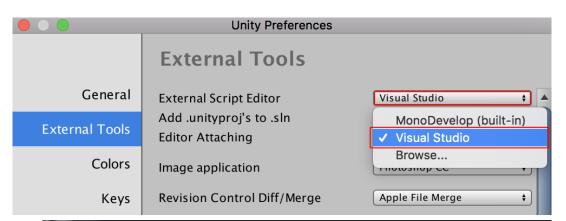
How did we make Climber Pro a VR game for the HTC Vive?

### **VISUAL STUDIO C# INTEGRATION WITH UNITY**

How We Used Visual Studio with Unity?



What are the Benefits of Using Visual Studio?

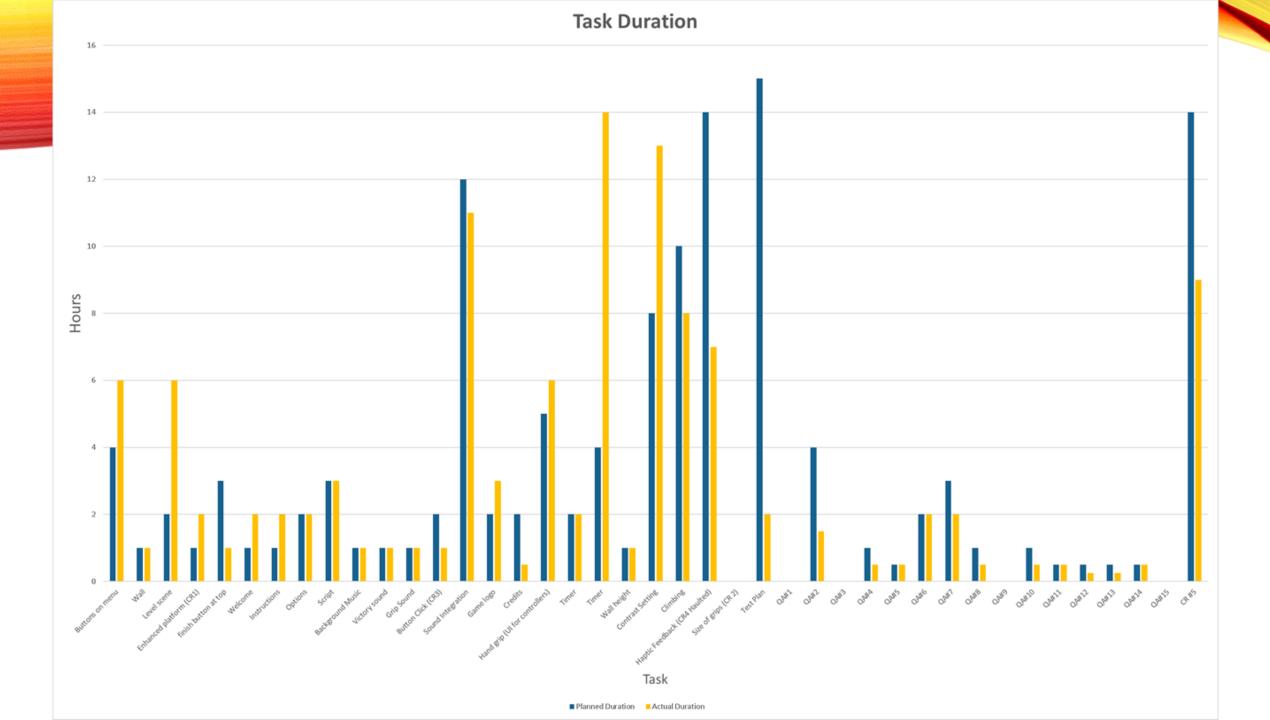




### RESEARCH AND CHALLENGES

- Learning from previous group project.
- Using software that we had never used before.
- Having to put accessibility first for vision impairment.

# TIME ANALYSIS



## Level Scene 3X longer than expected

MOST NOTABLE DIFFERENCES

Timer 3.5X longer than expected

Test Plan 7X shorter than expected

OVERALL ESTIMATED VS. ACTUAL



126.5 Estimated



114.5 Actual

# LESSONS LEARNED AND RECOMMENDATIONS

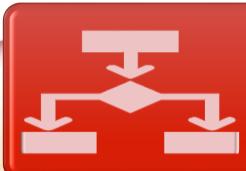




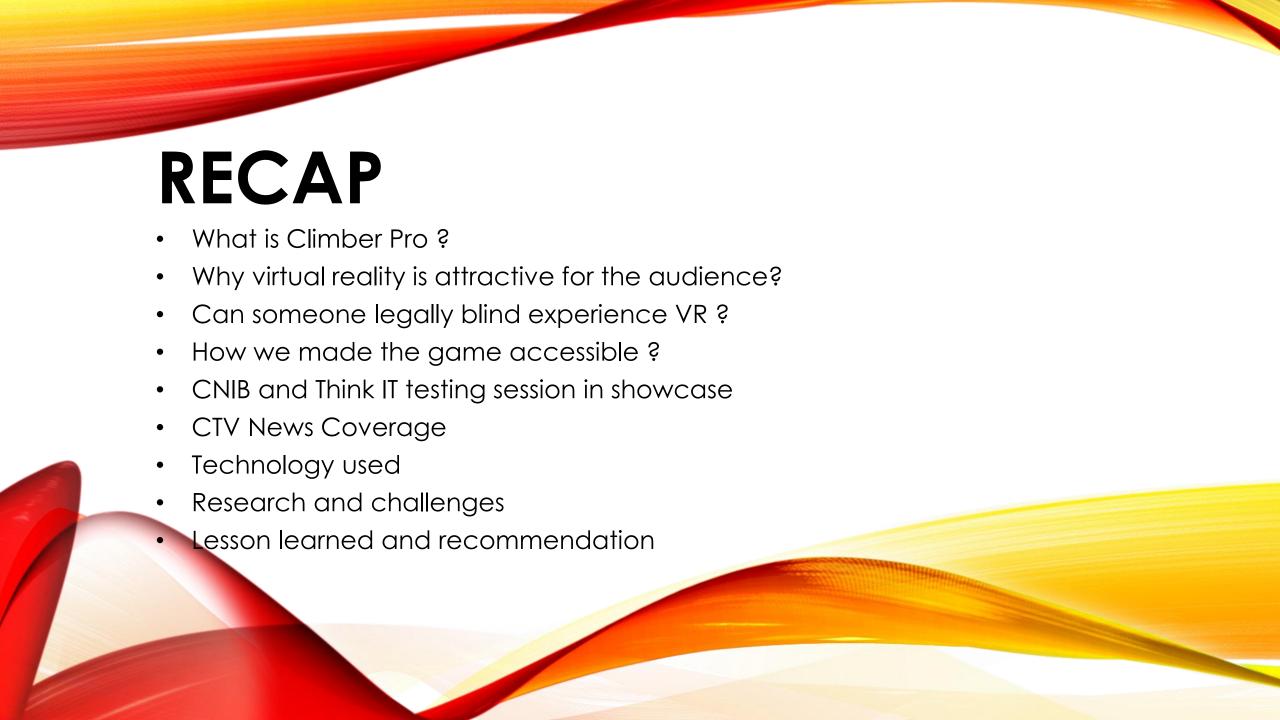
Work Closely with Teresa



Better promote the BIS program.



Gantt Chart and duration analysis on two separate documents



### THANK YOU

**Questions?** 

## CLIMBER PRO DEMONSTRATION

Time To Test Out The Game