**Tools and Technologies:**

As you can see on our website, our VR suit is the most developed technology to support gamer in order to improve their experience while playing games. Our VR suit used some kind of technology like Vive or Oculus with kinetic mirror. Vive and Oculus are VR technology software will support for hardware part is kinetic mirror. Kinetic mirror is a very new technology because it just has been created recently. It has been improved that very fit to our project and help our project get optimized.

Testing:

After finishing prototype, we will let people to test our suit. First, we will let our team member to test and check whether it has any more bugs so that we can fix it early. Second, I am the member of RMIT E-sport Club which gather many gamers who have a strong passionate about games so we can have a lot of people to help us evaluate our prototype. We have to make sure that the suit can be fit for everybody and they are all felt comfortable when wearing it. In addition, we will modify it to provide the most wonderful gaming device to experience to all gamers.

Risks:

VR suit is a new and early technology. Therefore, risks are always existed and we have to determine and develop it in order to keep safe to testers and users. In our project, some special risks can be caused to the users like disconnection to the suit, the signal of interact too strong which causes injuries to users. Moreover, suit can cause skin problem such as allergy or worst is skin cancer.

Group processes and communications:

We have a regular team meeting every Monday. We usually spend about 1 to 2 hours to discuss about the project and our jobs. In addition, we show the progress to each other in order to improve and help to finish our work more efficient. Facebook messenger is the most common way we use to do our tasks and discuss with other group members.