

Supplementary Material

1 SOURCE CODE

This section contains the source code VReqST Tool - a requirement specification tool for specifying Virtual Reality Software Products in iterations discussed as part of Section 4.1 from the main article. The iterations of VReqST tool are made available as part of zenodo with a unique DOI for re-use and reproduce. Please find the source details below:

- *VReqST Source Code - Iteration 1:* <https://doi.org/10.5281/zenodo.13115169>
- *VReqST Source Code - Iteration 2:* <https://doi.org/10.5281/zenodo.13115516>
- *VReqST Source Code - Iteration 3:* <https://doi.org/10.5281/zenodo.13115606>

2 ONLINE TOOL

The Online version of iteration 3 of VReqST - a requirement specification tool for specifying Virtual Reality Software Products is hosted on github pages and is accessible here: <https://vreqst.github.io/vreqst-deploy/>

3 OTHER DATASETS

Following are the datasets that are included as part of main paper.

- **Dataset:** Bowling Alley Game in VR - <https://github.com/Kandharikunal/BowlingAlleyVRFinal>
- **Documentation:** VReqST Documentation - <https://saianirudh-karri.gitbook.io/vreqst/>
- **Samples:** VReqST Sample Specifications - <https://github.com/sai11101989/VReqST/tree/main/SampleSpec>

4 SUPPLEMENTARY FIGURES

This section illustrates the changes made to the VReqST tool as part of 3 iterations discussed as part of Section 4.4 from the main article.

4.1 Figures

Supplementary Material

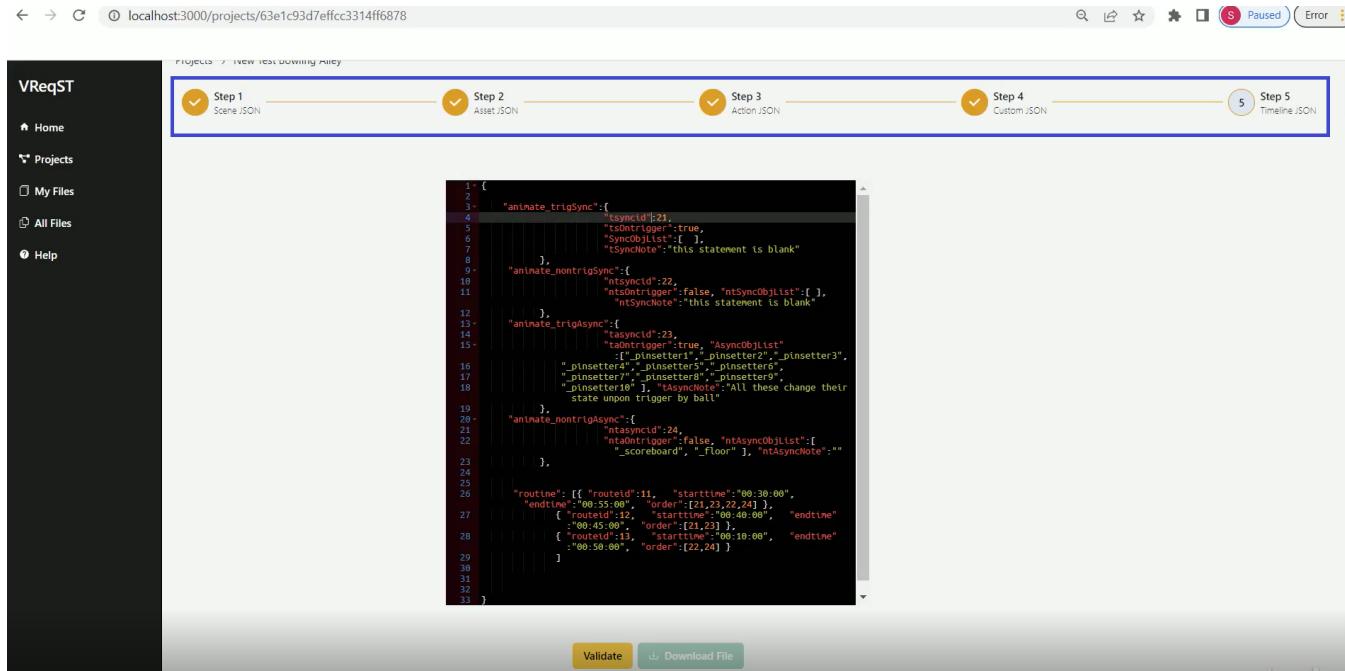


Figure S1. Multi-stage view of Requirement Authoring

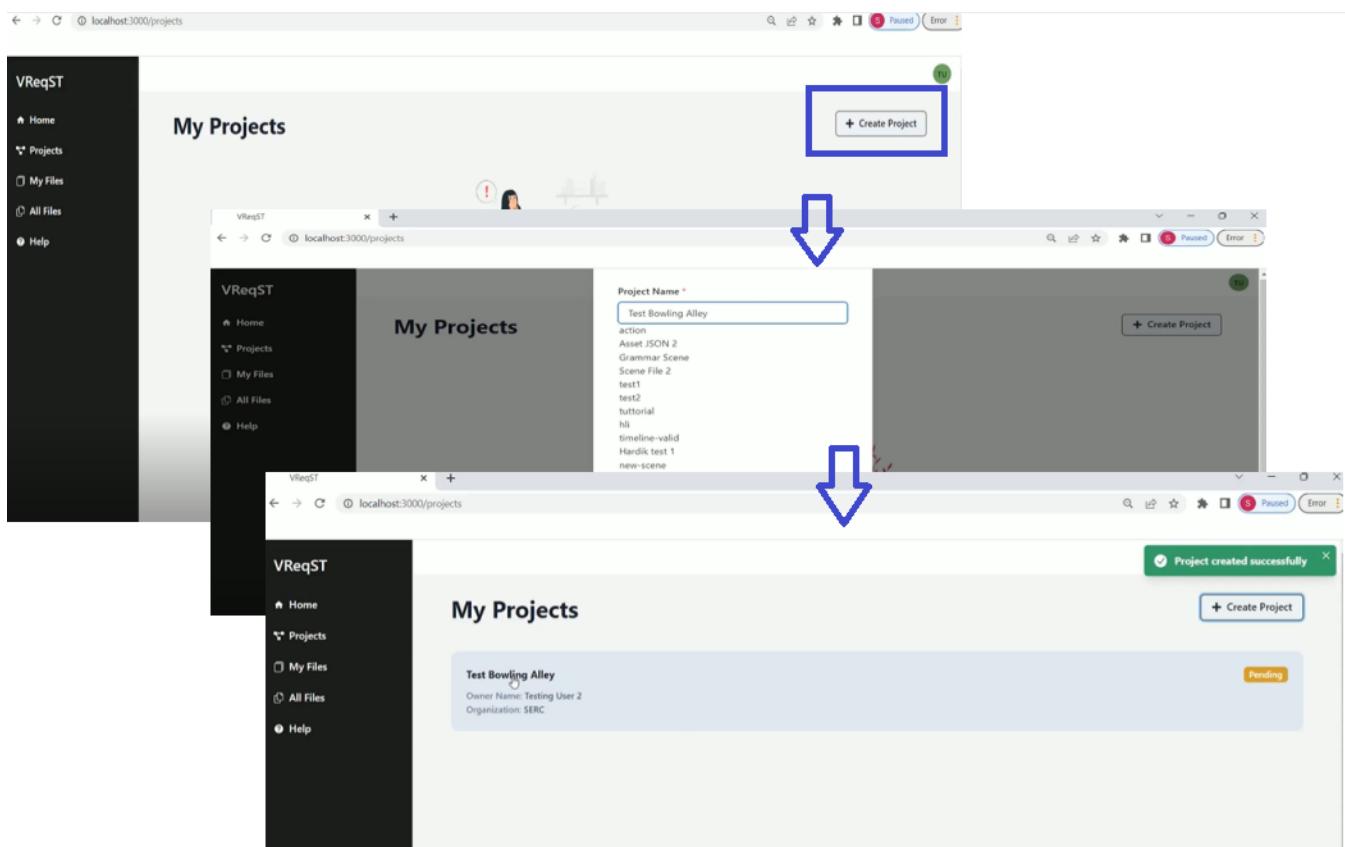


Figure S2. Managing Requirement Specification as Projects

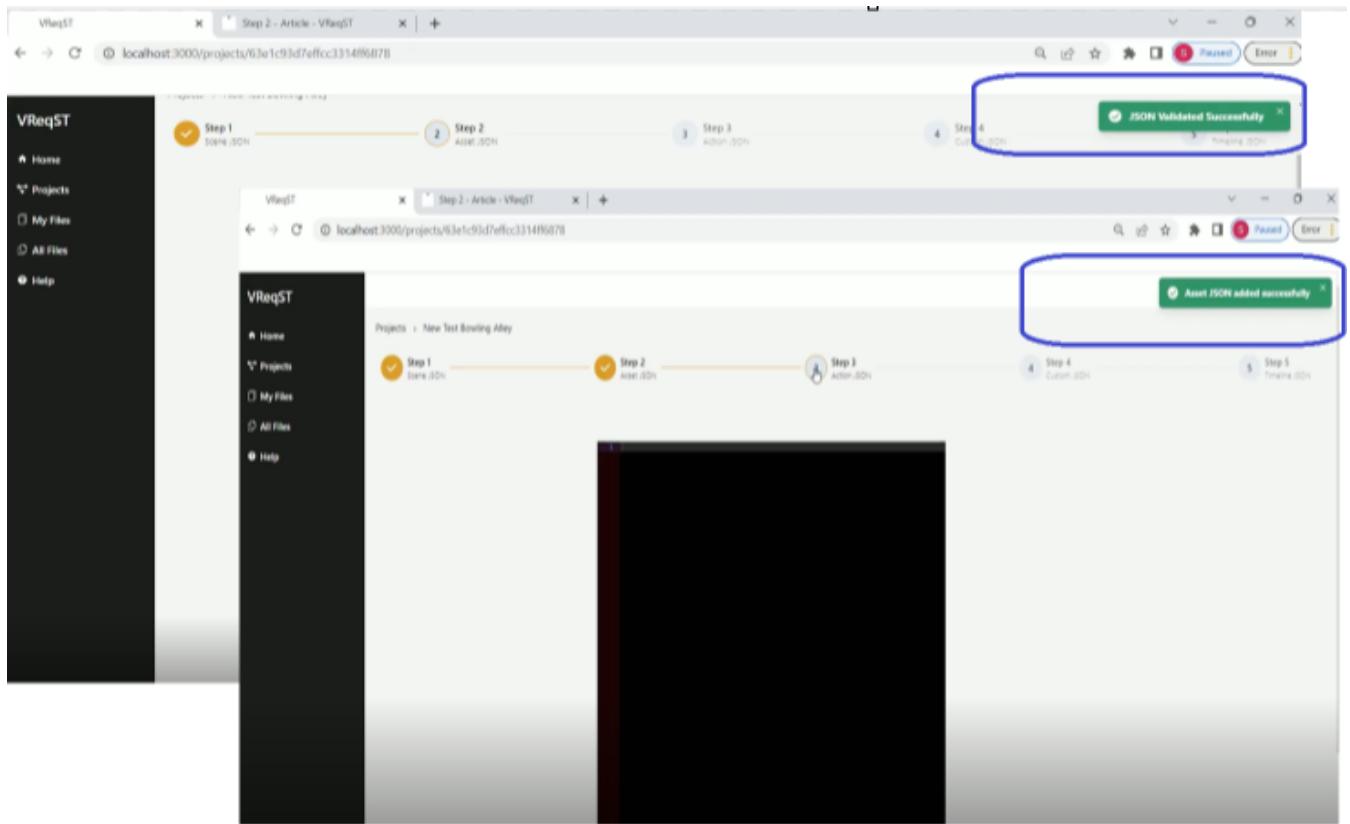


Figure S3. In-page validation message for a given model template

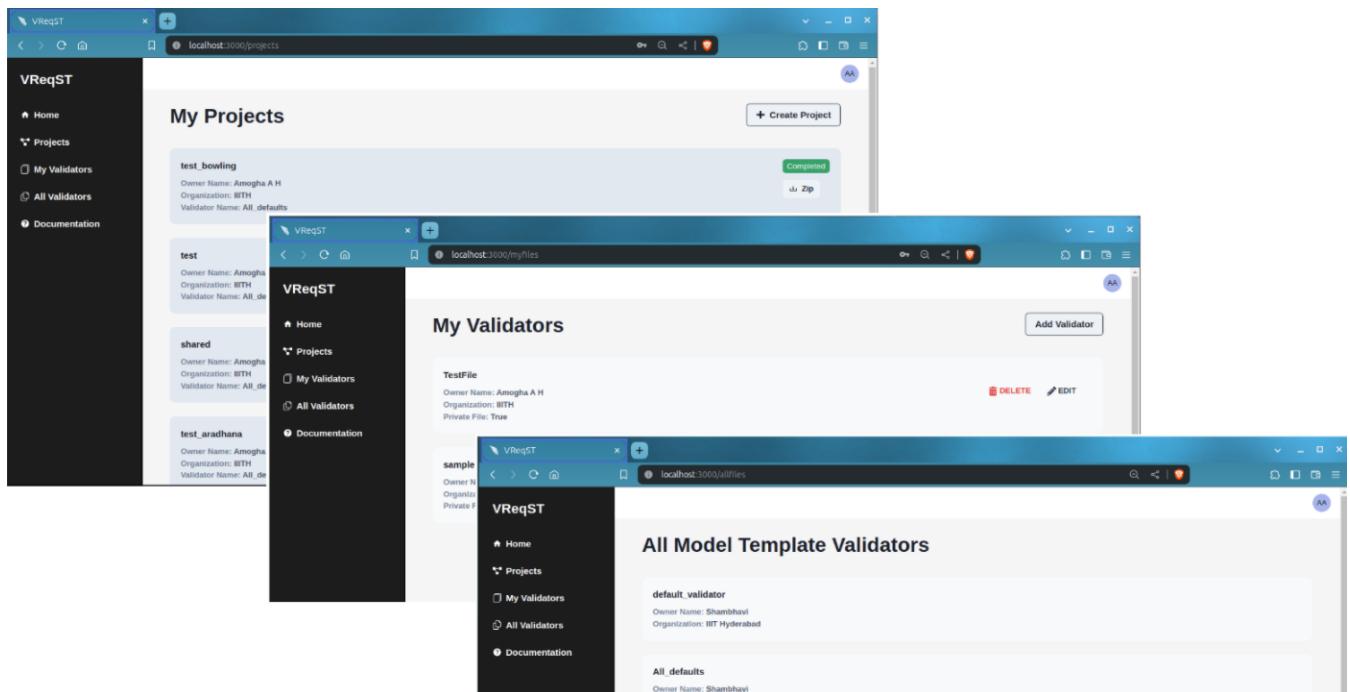


Figure S4. Customizing Validator Files through UI

Supplementary Material

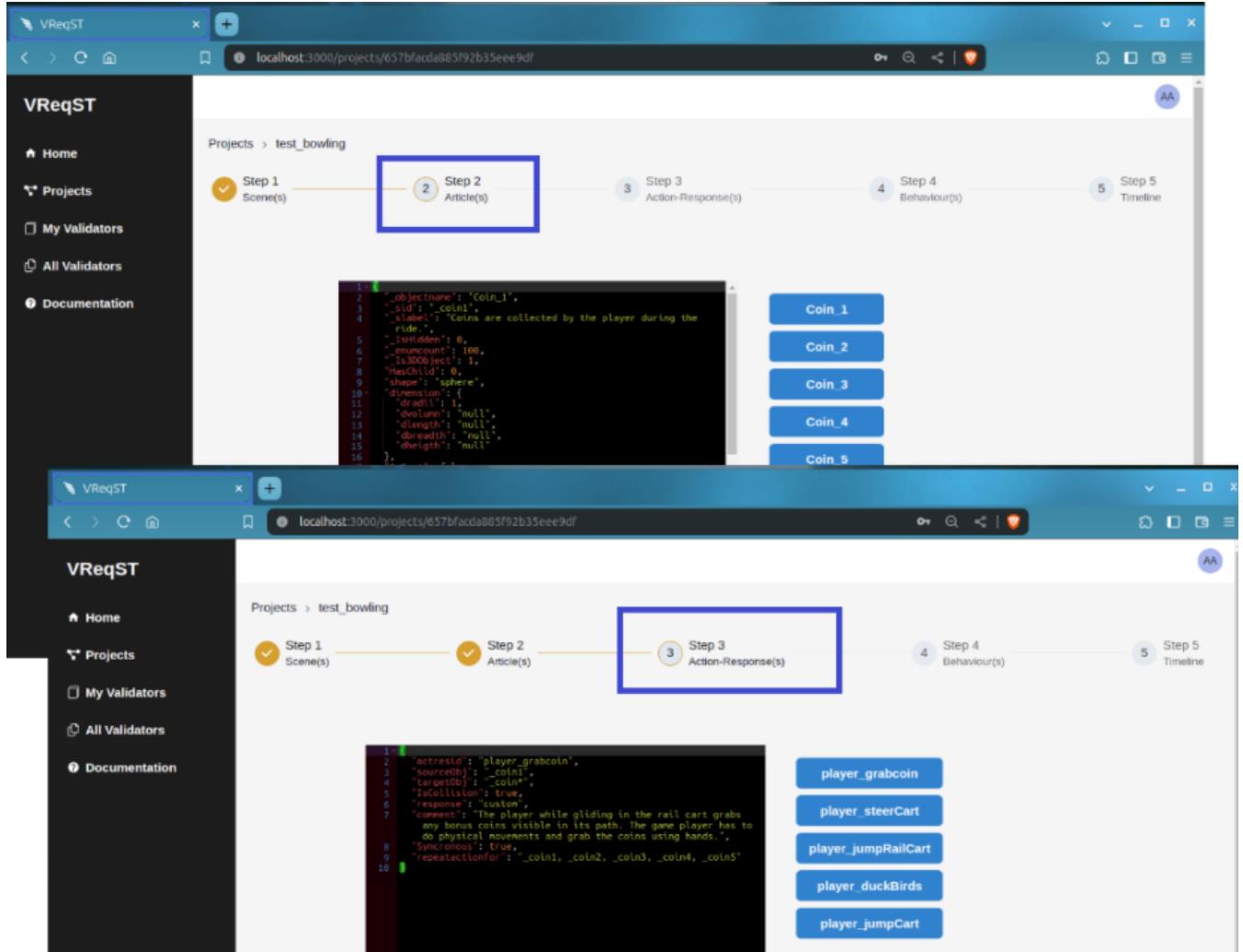


Figure S5. Revisions to Article and Action-Response Model Template

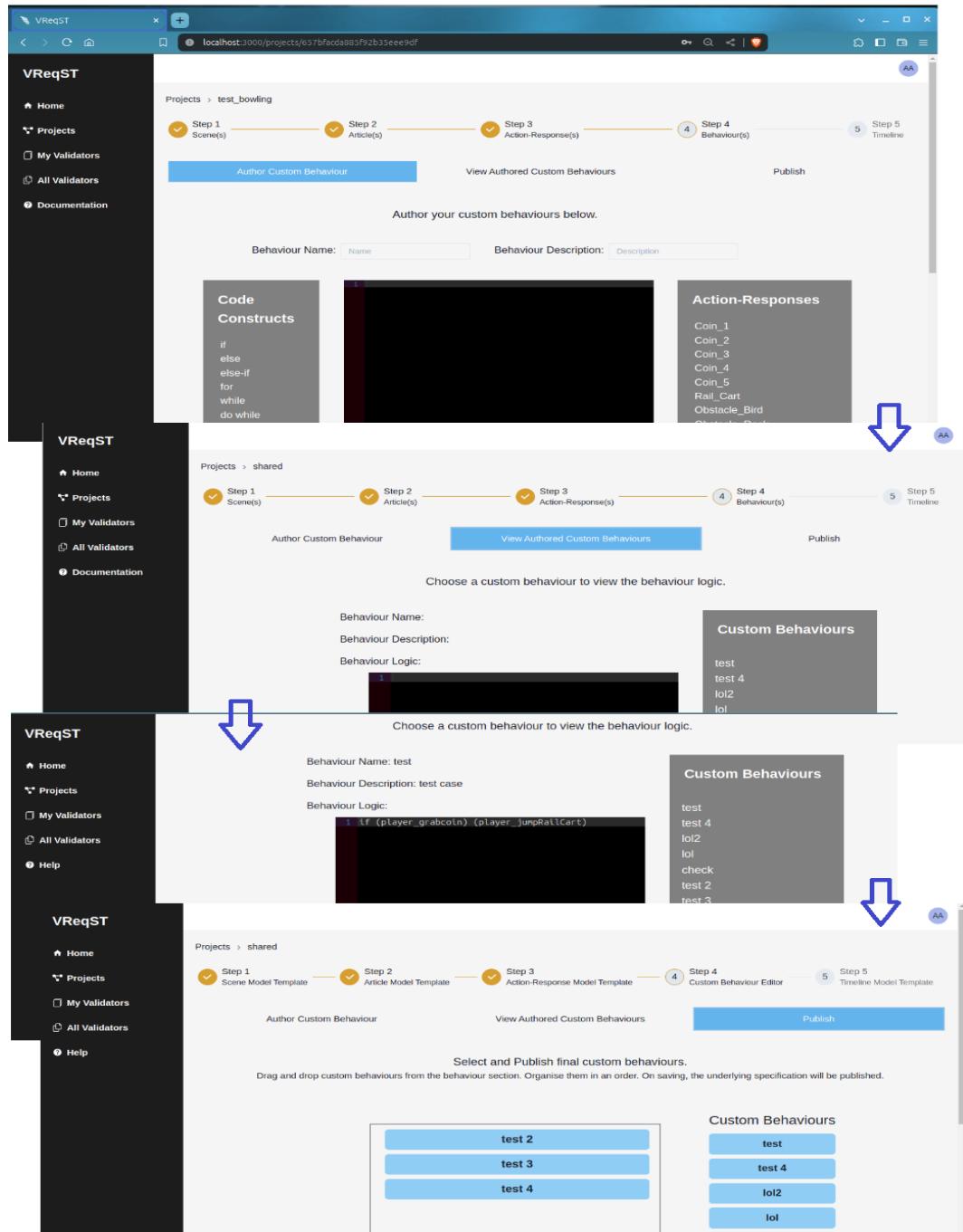


Figure S6. Revisions to Behavior Editor to Review, Author and Publish custom behaviors