

The Product Roadmap

VIC Health | Virtual Reality
Project 2024



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Product Vision

The VIC Health – Virtual Reality project aims to create an immersive, interactive VR experience that effectively raises awareness about the dangers of vaping among young adults aged 18 to 25. This product seeks to support VIC Health's mission of promoting healthier lifestyles by leveraging cutting-edge technology to engage users in an impactful and educational manner. Through realistic simulations and compelling educational content, the VR experience will help users understand the harmful effects of vaping, thereby empowering them to make informed decisions about their health. Our goal is to deliver a product that not only educates but also inspires a shift in behaviour towards a vape-free life, contributing to the overall well-being of the community.

Product Backlog

Backlog	Description	Priority
Assign team roles and responsibilities	Clarify roles for all team members and assign reasonable responsibilities based on skills and preferences.	High
Conduct initial client meeting and determine project goals and scope	Collect project information through initial client meetings and determine project goals and project scope	High
Create storyboards	Create storyboards for the project based on project information	High
Identify development tools, approaches, and techniques	Find and determine the tools and technologies required to develop the project based on project information and team members' skills.	High
Set up development environment (Unity and Meta Quest 3)	Set up a reasonable VR development environment for development tools and ensure that all developers have the same development environment.	High
Use reasonable medical information	Find reasonable information for medical knowledge information in the product. Avoid wrong information.	High
Create or find needed models	Create/find the 3D/2D models needed for the product according to the needs of the development process	High
Create respiratory system	Create the respiratory system and include reasonable animations	High
Create cardiovascular system	Create the cardiovascular system and include reasonable animations	High
Create central nervous system	Create the central nervous system and include reasonable animations	High
Create injury animations	Create transition animations for the damage caused by vape to different organs/systems, so as to better show how the damage is caused.	High
Create simulation animations for different addictions	Create relative simulation animations for different addiction components	High
Create interactive systems	Create interactive animations for items in the program. Make it interactive. Customers can use it normally.	High
Can switch between healthy and damaged tissues	Users can compare the damaged organs/systems with healthy organs/systems after being damaged in the program. So as to better show the damage.	High
Test and collect feedback	Test the completed work regularly to ensure that all work can be deployed after it is running normally and collect feedback from other members and users on the product/function and make improvements.	High
Deploy the program and deliver	Deploy the product correctly and ensure that the deployed product can run correctly to deliver the final product.	High

Create necessary UI	Make necessary UI for the program, such as menus.	High
Vape production system	Users should be able to make the vape they want through the UI. They can freely choose the ingredients in the vape.	Medium
Hazardous substance visualization	Users can observe harmful substances	Medium
Create/find needed sound effects	Make/find sound effects for the program. Including feedback sounds of being hurt, background music, etc.	Medium
Create in-app instructions	Make guidance for the use process in the program to improve the user experience.	Medium
Provide comprehensive vape and health information	Provide additional vape and health information so that users can have a deeper understanding of the harm of vape and the health that can be brought by not using vape.	Medium
Create in-app environment	Create reasonable scenarios for the program to enhance the user experience.	Medium
Create user manuals	Create an electronic/physical user manual	Low
Use landscaping resources	Find more resources to make the product more beautiful and good-looking.	Low

Revised User Stories

As a young adult with a short attention span, I want to see the harmful ingredients in vapes in simple terms instead of their actual names so that I can understand exactly what I am choosing to inhale and make informed decisions about vaping.

- The ingredients are presented in their commonly known forms.
- A person seeing the ingredients knows exactly what they are without any additional context needed to explain them.

As a wellbeing team member, I want the player to explore a VR experience that simulates the process of creating their own vape to make them aware of the harmful, unregulated toxins present in vaping products that people unknowingly inhale.

- The user is required to pick the ingredients to move forward.
- The user understands that these harmful substances are present in unregulated vape products.

As a young adult, I want to see the physical changes vaping causes in my body so that I can understand its impact on my health.

- The changes in the body before and after consuming vape are visible.

As a young adult, I want to visually explore the effects of vaping on my respiratory system so that I can see how vaping causes immediate and long-term damage.

- The simulation should show the normal airway and contrast it with an inflamed airway.
- The user can toggle between views of healthy and damaged lung tissue, seeing the effects such as lung inflammation, mucus production, and potential damage like bronchiolitis obliterans.
- A summary at the end highlights the impact on the respiratory system.

As a young adult, I want to understand how nicotine affects my heart and blood vessels so that I can be aware of the cardiovascular risks of vaping.

- A higher heart rate is demonstrated.

As a young adult, I want to see how addiction affects my central nervous system so that I can understand the changes in mood, behaviour, and the potential for withdrawal symptoms.

- The simulation highlights areas of the brain affected by addiction.
- The user can select and apply different withdrawal symptoms (e.g., irritability, stress) to see how they affect mood and behaviour.
- The experience ends with a summary of how vaping affects the brain.

As a young adult, I want to understand the benefits of quitting vaping so that I can be motivated to seek help and improve my health.

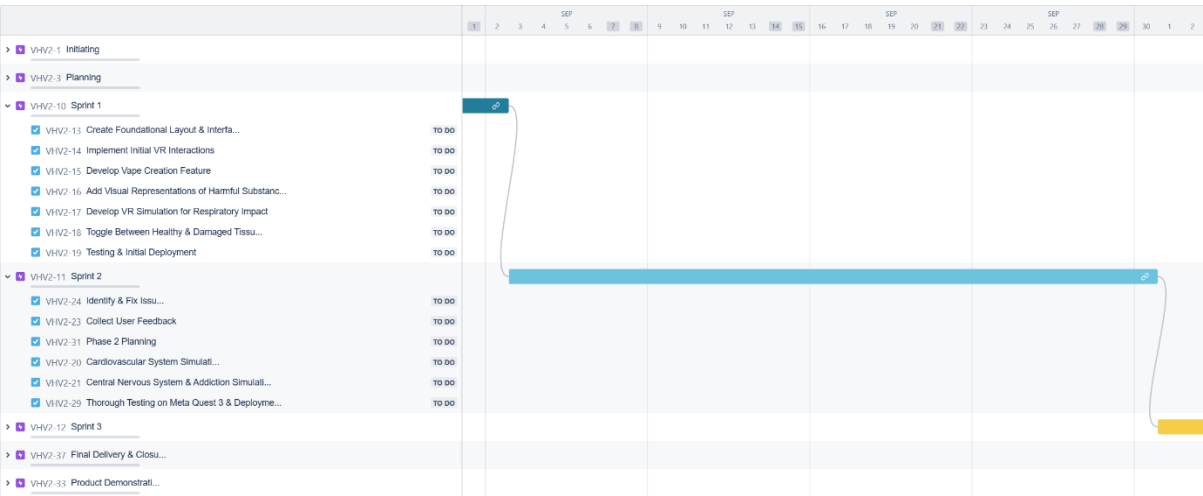
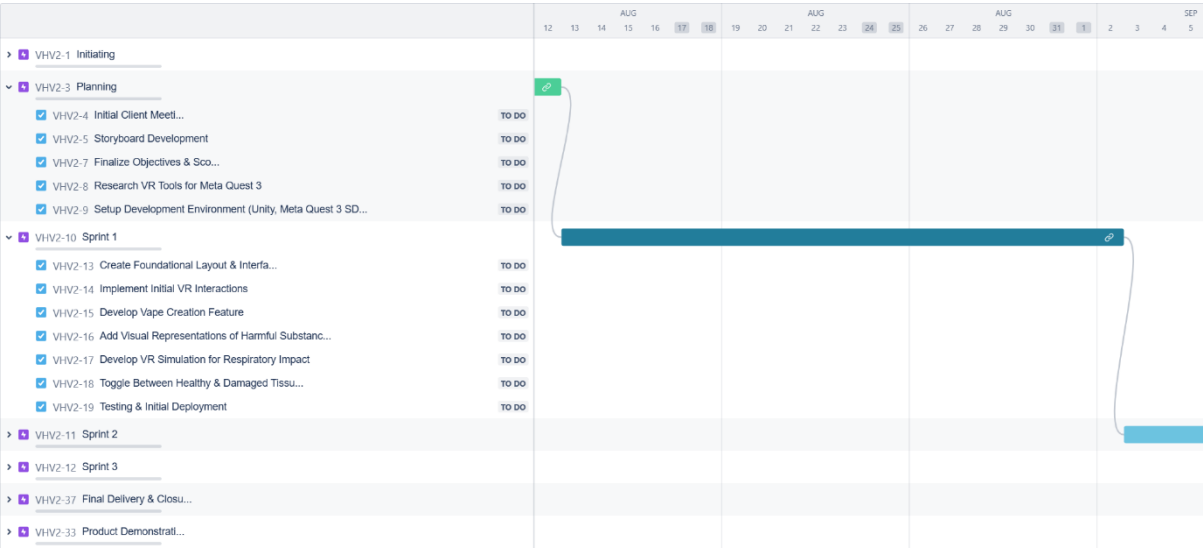
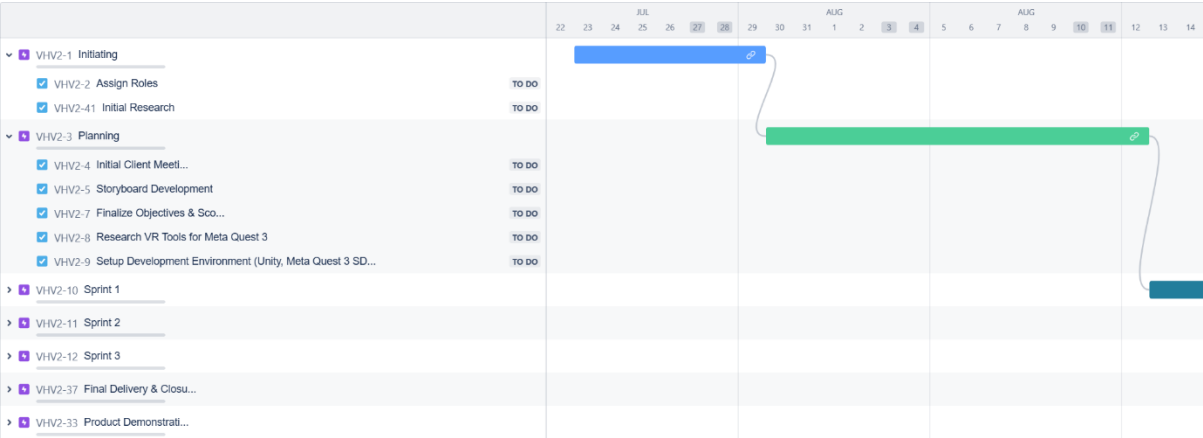
- The final screen shows improvements in health, more money saved, and reduced stress in a healthier environment.

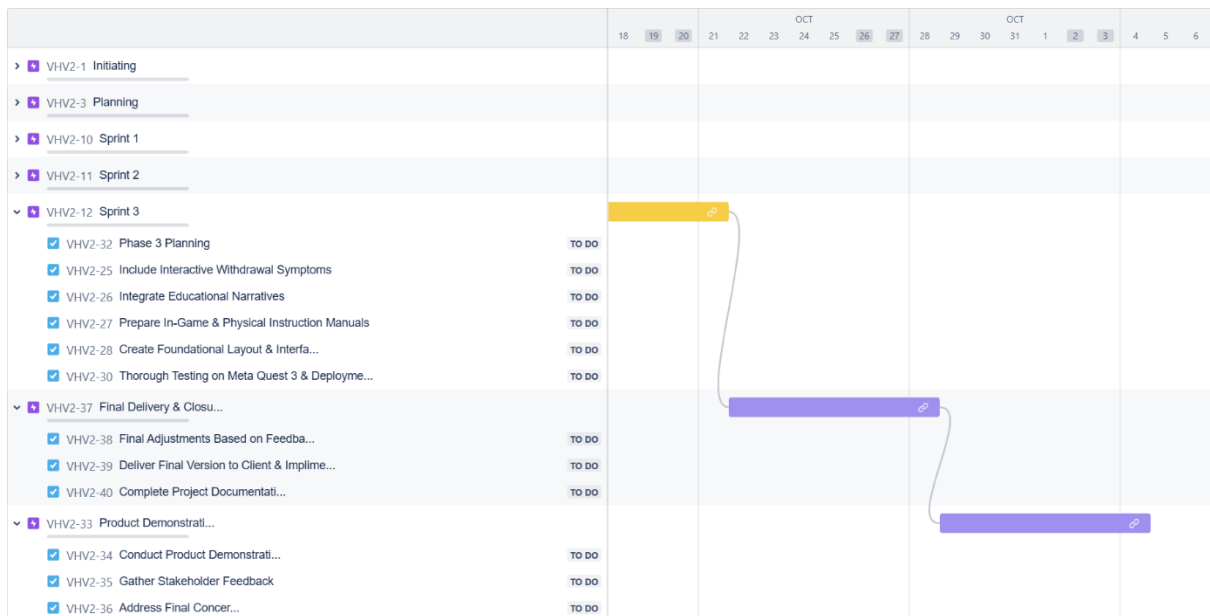
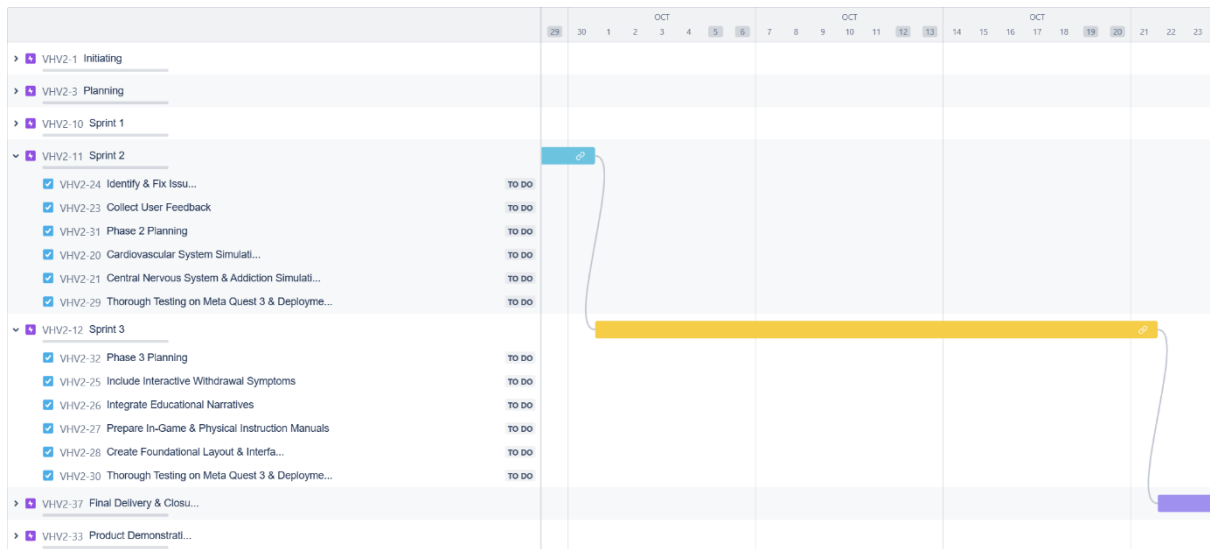
- The user is given the option to talk to a clinician about quitting and is provided with a link to www.quit.org.au.
- The experience concludes with a positive message encouraging the user to quit vaping.

As a non-gamer using VR for the first time, I need detailed instructions on what to do in the interactive experience so that it is easier for me to navigate without external instructions.

- The instructions are crystal clear, and no external assistance is required for the user to navigate from start to finish.
- Information provided is bite-sized so that the user isn't overwhelmed by what to do.

Product Schedule/Timeline/Gantt Chart





GANTT CHART