

Architecture Design

Group: House Gryffindor (1)

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Viktor Wigmore	V.Wigmore@student.tudelft.nl	4279638
Magdalena Simidzioski	M.simidzioski-1@student.tudelft.nl	4383036
Maria Simidzioski	M.simidzioski@student.tudelft.nl	4381319
Matthijs Klaassen	M.klaassen@student.tudelft.nl	4273796
Wing Nguyen	t.n.nguyen@student.tudelft.nl	4287118

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1. Introduction

1.1. Design goals

During the project, several design goals are to be taken into account. Although some of these goals may already be discussed in the former part of the report, all goals will be stated explicitly underneath.

- Performance
One of the hardware components in the system is the VR HMD. This means that high performance is a necessity. Without a frame-rate of at least 90 FPS, the user can experience dizziness and nausea.
- Reality
In order to treat patients successfully, objects in the virtual world should behave as they would in real world situations. This means for example that objects cannot fly through other objects. If it would be possible, patients may not be helped at all because of the unreal situations.
- Scalability
The setting in which additional functionality is developed is not the scenario in which it eventually will be used. The development environment is a less computationally exhaustive setting, therefore it is crucial that the performance of the system is still acceptable in the final environment.

2. Software architecture

The system created so far uses the Kinect and Manus VR hardware. For every frame, the unity engine calls the update function in the different scripts for determining the new positions of the component in the armature.

