

Project Deliverable E: Project Schedule and Cost
Group B17

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Introduction

A project plan will be developed in order to complete three project prototypes in a timely manner. Furthermore, we will provide an estimation of the costs and the components required for our project. The first prototype will just be a basic proof of concept. The second prototype should be of a critical subsystem to prove that the design will work. Lastly, a third prototype will be a fully functional version of our solution. Our plan will include:

1. A list of all the tasks which need to be completed, an estimated duration for each task, as well as who is responsible for each task.
2. A Gantt diagram, which includes all significant project milestones and all dependencies.
3. A list of the significant project risks and our associated contingency plans to mitigate the critical risks that are reasonably likely.
4. An estimate of the cost for all components and materials which we will need for the three different prototyping deliverables.

Cost of Project:

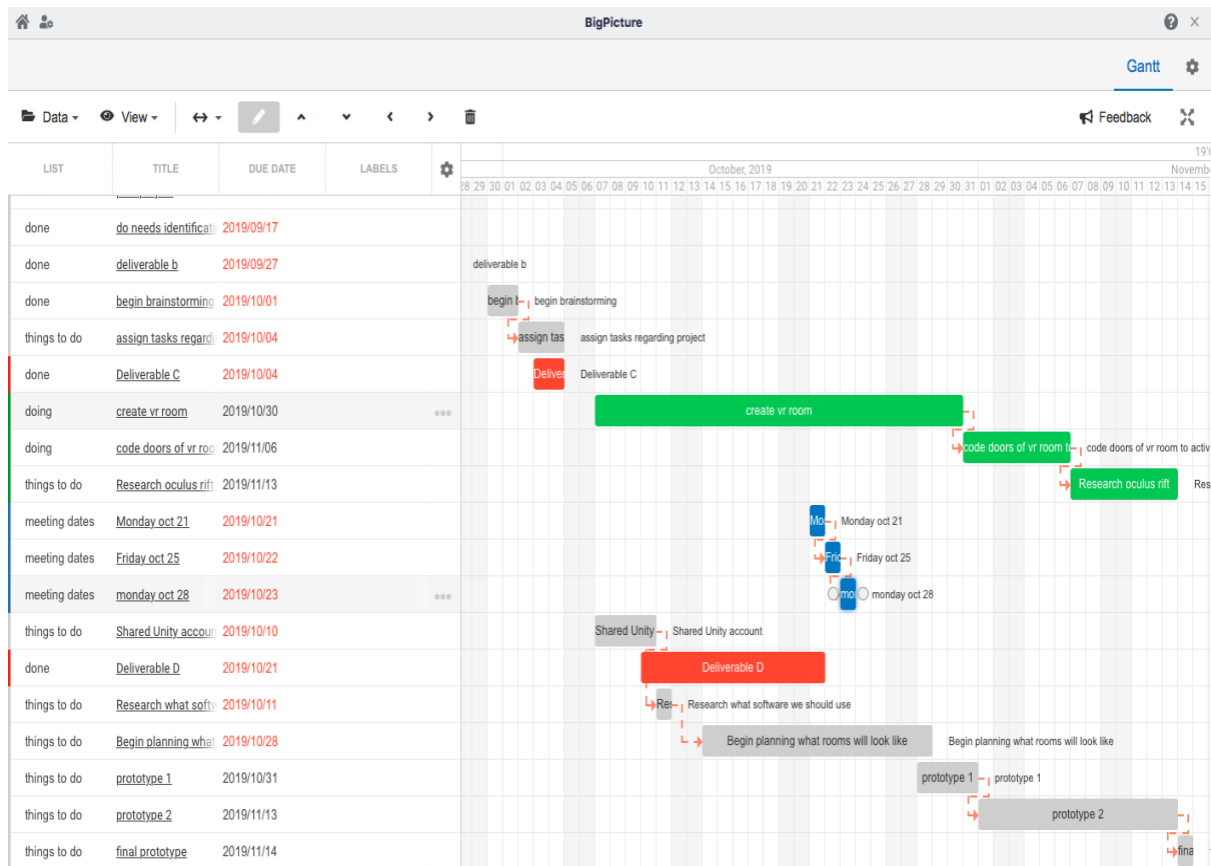
At the moment, we do not see the need to purchase any additional resources to complete this project. This project can be done without having to spend any money, as it can be created in Unity for free. However, some upgrade packages can be bought in the Unity store that may help improve our final project. At this time, none of these packages have been or are expected to be bought, but that may change as we continue to work on our project. The cost of these packages will not exceed \$100.

Plan guideline

The plan of the prototypes has been divided based on each group members apparent strengths to ensure the highest quality product. It is also divided equally to ensure no one person has an abundance of work where another may have minimal work. Following this plan guideline our team will be able to meet a high standard of prototype delivery.

prototype	Tasks	Assigned to	Duration
Prototype 1	Create vr interface (waiting room) on Unity	Thomas F + Dan + Said	1 week completed by oct 28
	Code intractable options into the waiting room to play videos	Xixi + Thomas + Peng	1 week completed by oct 31

	Upload test video	whole team	1 day completed by oct 31
Prototype 2	Improve waiting room on unity	Thomas F + Dan + Said	1 week completed by nov 6
	smooth out any issues with coding	Xixi + Thomas + Peng	1 week completed by nov 6
	Add non-essential additives (text boxes, play/pause... etc)	whole team	1 week completed by nov 7
Final prototype	finalize waiting room in unity	Thomas F + Dan + Said	2 weeks completed by nov 20
	finalize any issues with code	Xixi + Thomas + Peng	2 weeks completed by nov 20
	finalize non essential bonuses - whole team	whole team	2 weeks completed by nov 21



Gantt Chart

Project Risks

In this part of making VR interface, there are risks associated with the development of translation and experience control. The reason for this is because the subtitles might slower or faster than the speaking speed of the videos which means, the subtitles do not match with the voice in the video. For example, the moment scene and subtitles are different and talks about the different things that would make patients feel confused about the treatment and procedure. Therefore we want to make sure that each subtitle is accurate and consistent with what the videos are currently speaking. The experience control part also is at risk since we want the patient could control the VR experience easily which they can play or pause the video by sitting up or laying down. However, the sensing might not be very sensitive that can sense the movement of the patients.

Conclusion

In conclusion, we separated the schedule into three prototypes ensuring that all requirements of the clients are met and completed resulting in the best product in every aspect for both the customer and the user. The risks associated with the VR experience interface is the language translation and real time experience control because if they are not accurate, it will cause confusion and undermine the effectiveness of the product. The cost of the project is

approximated to be \$0 due to the fact that everything needed for the project is given by Unity which is a free to use program.