Deliverable E
The Ottawa Hospital Virtual Reality Treatment Simulation

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Introduction:

This deliverable includes the project plan and cost estimates our team set out to seek.

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:**

   The task table is as follows,

Task	**Complete by**	**Member responsible**
Prototype 1 design complete	10/20/2019	Kerollos Guerguis
Prototype 1 complete	10/26/2019	Alison Nandram
Prototype 1 testing complete	10/29/2019	Luke Marshall
Deliverable F complete	10/31/2019	Adi Makkar
Prototype 2 design complete	11/2/2019	Luke Marshall
Prototype 2 complete	11/4/2019	Kerollos Guerguis
Prototype 2 testing complete	11/6/2019	Andrea Boulanger
Deliverable G complete	11/7/2019	Adi Makkar
Prototype 3 design complete	11/9/2019	Andrea Boulanger
Prototype 3 complete	11/17/2019	Luke Marshall
Prototype 3 testing complete	11/19/2019	Alison Nandram
Deliverable H complete	11/21/2019	Adi Makkar
Deliverable I complete	11/25/2019	Adi Makkar

Table 1.

The table includes every team member and the work was tried to be divided as fairly as possible

2. **A Gantt diagram (preferably made using MS Project), which includes all significant project milestones and all dependencies.**

   A Gantt diagram can be found attached with this submission.

3. A list of the significant project risks and your associated contingency plans to mitigate the critical risks that are reasonably likely,

The two major project risks are Timing and Budgeting. In order to mitigate the first major project risk, which is the timing of our project we must include restrictions and timelines in our schedule to minimize delays, meaning we must schedule for delays so we are not rushed in each step to finish on time when one part could take a lot longer than a different part of the project. Work together throughout construction to quickly address permitting roadblocks. By dividing up the work evenly we will be able to complete each task at a faster rate which will in turn give us more time for troubleshooting if needed. We must clearly communicate design commitments to assure compliance during completion. By doing so we clearly define the important design features so that we can schedule them into our timeline to ensure that the get fulfilled. In order to mitigate the second major project risk of budgeting we must design around environmental constraints to avoid costly mitigation measures. Once the constraints are identified at an early stage, we must come up with alternative plan to complete the project quicker which will in turn decrease the cost since we will have condensed the overall timeline of the project. From then we will be able to optimize each component of the project in a timely manner which will in turn reduce the project schedule and budget.

4. An estimate of the cost for all components and materials which you will need for the different prototyping deliverables described above,

Our approach is very straightforward and according to our design concept we are planning to focus on unity with basic VR skills with a few plugins. The plugins wouldn't be that expensive since we are only working with unity software and hence shouldn't cost more than $20. Up till this deliverable we are pretty much focusing on simple software touch with inclusion of buttons through plugins. We might also end up subscribing to Unity Software which would be $50.

Components and Materials	**Cost**
Plugins	$20
Software Subscription	$50 (Plugins included)
Estimated total	**$70**

Table 2.

Conclusion: In the end we are focused on meeting every deadline possible and making sure that we constantly follow our client feedback and make sure each prototype turns out to be better than the earlier one.