**Project Deliverable E: Project Plan and Cost Estimate**

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# Trello link

<https://trello.com/invite/b/DgKljhxW/ATTIf3ab0349688a33feddbd96ffe2e3877103F139AE/gng-team>

#

# Design drawing

<https://drive.google.com/drive/folders/1ATxHKipGY84iFiUqWeb7oO7ADQV7Klsx?usp=drive_link>

# Project plan and schedule

[Link to project plan and schedule](https://docs.google.com/spreadsheets/d/1HmrQsvEsVNw6kH2kHjNCmy3Jlc6K5_gNexYhguKoYZw/edit?usp=sharing)

# Project testing plan

## **Getting feedback for prototype I:**

Every team member will show the produced VR environment (prototype I) to minimum one person and ask them a variety of questions:

1. What did this VR environment make you feel?
2. What message does this VR environment communicate to you?
3. Did you feel immersed in the VR environment?
4. What elements did you appreciate in the VR environment?
5. What elements do you think could be improved in the VR environment?
6. Did the pacing of the environment feel rushed?
7. Do you think the people you know in your life would understand and appreciate this?

We will collect the answers and use them as feedback for our prototype to orient our project creation until we have another client meeting. Our questions are focused around the key criteria that we established at the beginning of the project creation. We are especially focused on creating an emotional response and communicating the message of our client.

## Testing the walkthrough time:

We will do a walkthrough of the VR environment we create and see how long it takes. We want to make sure that the project stays within the time limits whilst allowing the viewer to really take in what they’re seeing. We will do a walkthrough that allows us to observe and appreciate all the elements and time it. If the walkthrough takes under 2 minutes, it will be considered a success. If the walkthrough takes under 1 min 30 s, then it is ideal. If the walkthrough is longer than 2 minutes, we will discuss what the most impactful elements were while comparing our observations with our collected feedback. Following that, we will determine which elements to keep or discard.

## Optimising VR elements and environment:

For our project, we are trying to stay within constraints while soliciting an emotional response in our audience. To do this, we need to make sure all the elements we include are ideal for our goal. After our walkthrough, we will evaluate the 3D elements and environment with these criteria:

1. Does this element feel redundant?
2. Is there another, better way to convey our idea?
3. Does this element stay within our budget? If it costs money, is it worth it or would it be better to use our funds for another, more efficient element?
4. Is the lighting of our VR environment accurate for the tone we’re trying to convey?
5. Do our VR locations flow seamlessly with each other? If it is choppy, why does it feel that way? What can we improve?
6. Do the scripts include function, and is there a way to optimise them?

# Budget for project and B.O.M.

[Link to spreadsheet](https://docs.google.com/spreadsheets/d/1Srfj763gYvJXysaR5xb8ZWGO7g6O90MYSATVifGduTA/edit?usp=sharing)

# List of equipment for project

* **Unity**
	+ Unity is a VR environment creation software, selected for its versatility and the resources available in the Unity Asset Store.
* **SolidWorks and Blender**
	+ SolidWorks and Blender are powerful tools for creating custom 3D elements which can be integrated into Unity.
* **Video Editing Software - Filmora**
	+ Filmora will be used for editing the VR environment footage, adding subtitles, and applying effects.
* **Screen Recording Software**
	+ A screen recording software will capture the VR environment for the project's video.
* **Laptop**
	+ A laptop is essential for running software like Unity, SolidWorks, Blender, and Filmora.
* **Vive VR Headset**
	+ The Vive VR headset provides a VR experience, for testing and interacting with the VR environment created in Unity.