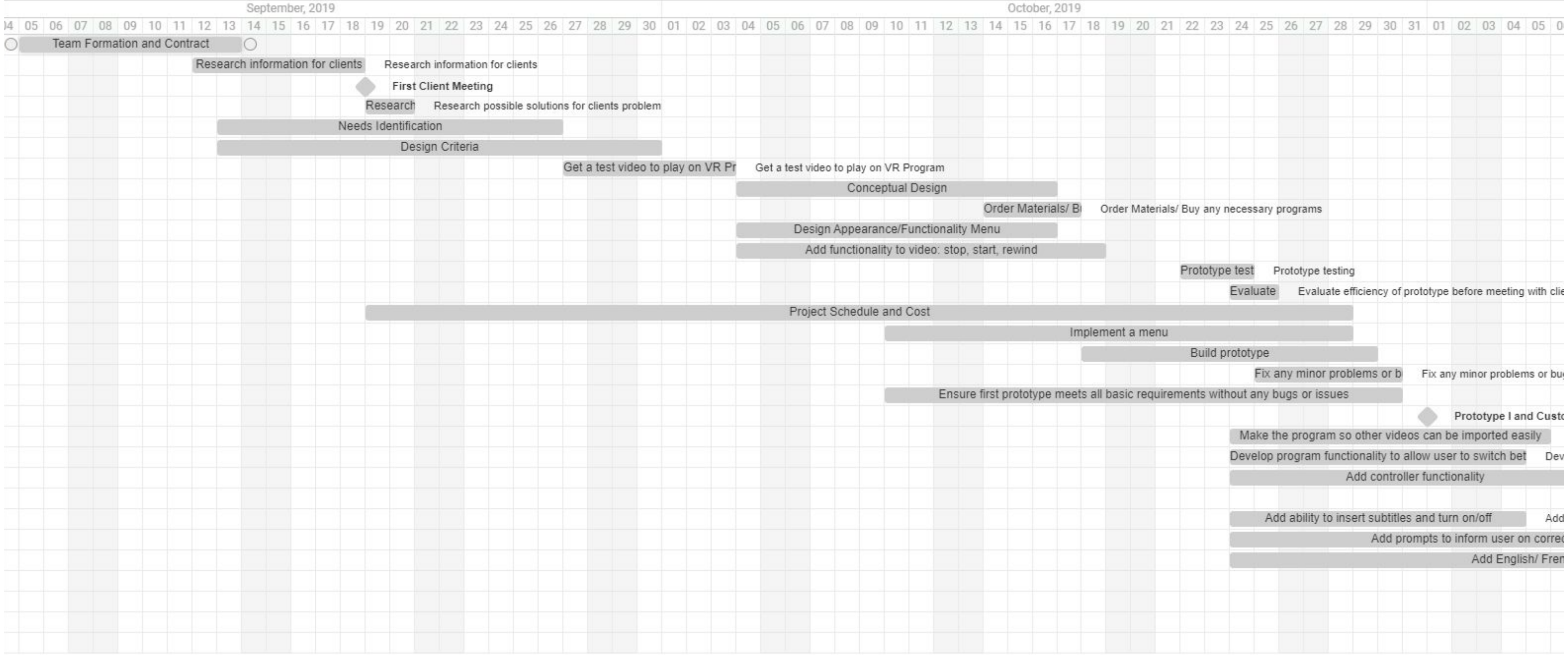
# VR Simulation Generator and Interface

Group 6

# Introduction/Design Philosophy

- Develop a user-friendly application that can allow for a fluid and efficient experience for both the patient and practitioner
- This will be done through a robust menu design that will incorporate program configurability options like the ability to add new videos, add new options to menu interface, and change controller mapping
- Full program configurability is meant to allow the program to be molded by the practitioner, putting the power in your hands

# Timeline


September, 2019
October, 2019
04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
01 02 03 04 05 0
Team Formation and Contract
Research information for clients
Research information for clients
First Client Meeting
Research
Research possible solutions for clients problem
Needs Identification
Design Criteria
Get a test video to play on VR Pr
Get a test video to play on VR Program
Conceptual Design
Order Materials/ Bi
Order Materials/ Buy any necessary programs
Design Appearance/Functionality Menu
Add functionality to video: stop, start, rewind
Prototype test
Prototype testing
Evaluate
Evaluate efficiency of prototype before meeting with clie
Project Schedule and Cost
Implement a menu
Build prototype
Fix any minor problems or b
Fix any minor problems or bu
Ensure first prototype meets all basic requirements without any bugs or issues
Prototype I and Custo
Make the program so other videos can be imported easily
Develop program functionality to allow user to switch bet
Dev
Add controller functionality
Add ability to insert subtitles and turn on/off
Add
Add prompts to inform user on corre
Add English/ Fren

# Our Prototype

# Next Steps

- Add the ability to select files to add instead of requiring a URL
- Expand on the current functionality of program
- Make the video play more smoothly