Project Deliverable E:
Project Schedule and Cost GNG 1103 – Engineering

Design Faculty of Engineering – University of Ottawa
Section B4, Group B6

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The following deliverable is a detailed schedule concerning the steps needed to be taken in order to build out our VR Simulation and Generator Interface.

List Of Tasks to Be Completed:

Task	To be completed by	Completion Date
Get a test video to play on VR program	Everyone	October 3rd
Design appearance/functionality menu	Everyone	October 3rd
Add functionality to video: stop, start, rewind	Madison	Oct 18th
Implement a menu	Everyone	October 28th
Complete first prototype	Everyone	October 31st
Make the program so other videos can be imported easily	Nabil, Madison	November 1st
Add ability to insert subtitles and turn on/off	Bora, Madison	November 3rd
Develop program functionality to allow user to switch between videos	Ajay	November 3rd
Add controller functionality	Fiona	November 6th

Complete second prototype	Everyone	November 7th
Add prompts to inform user on correct viewing position	Bora	November 14th
Add sensing capability to detect if viewing position has been achieved	Nabil	November 14th
Add English/French Language Selection	Everyone	November 19th
Complete final prototype	Everyone	November 21st

Gantt Diagram:

Project Risks:

1) Difficulty in coding functionality - some of the functionality of the project will require a high level of programming knowledge, as a group we must start tasks early and become proficient at writing scripts and using unity. Buying the required functionalities is also an option.
2) Using different versions of unity - each member must build their parts and the project with unity version 2019.2.9f1 so that they are all compatible with each other. If two different versions are used, then the project will not be compatible.

Project Costs:

There are no expected project costs for each prototype, this is because all of the softwares used are free and there are no materials needed to complete the project. The only area where there can be a cost associated with the project is having to buy assets for the program. The cost for theses if needed will be analysed and recorded when planning/developing prototype 2 and 3. For prototype 1 none are needed. The project's budget is $100.