VR Immersive Experience
Project Progression
Client Meeting 3

- Team B3.4
- 11/9

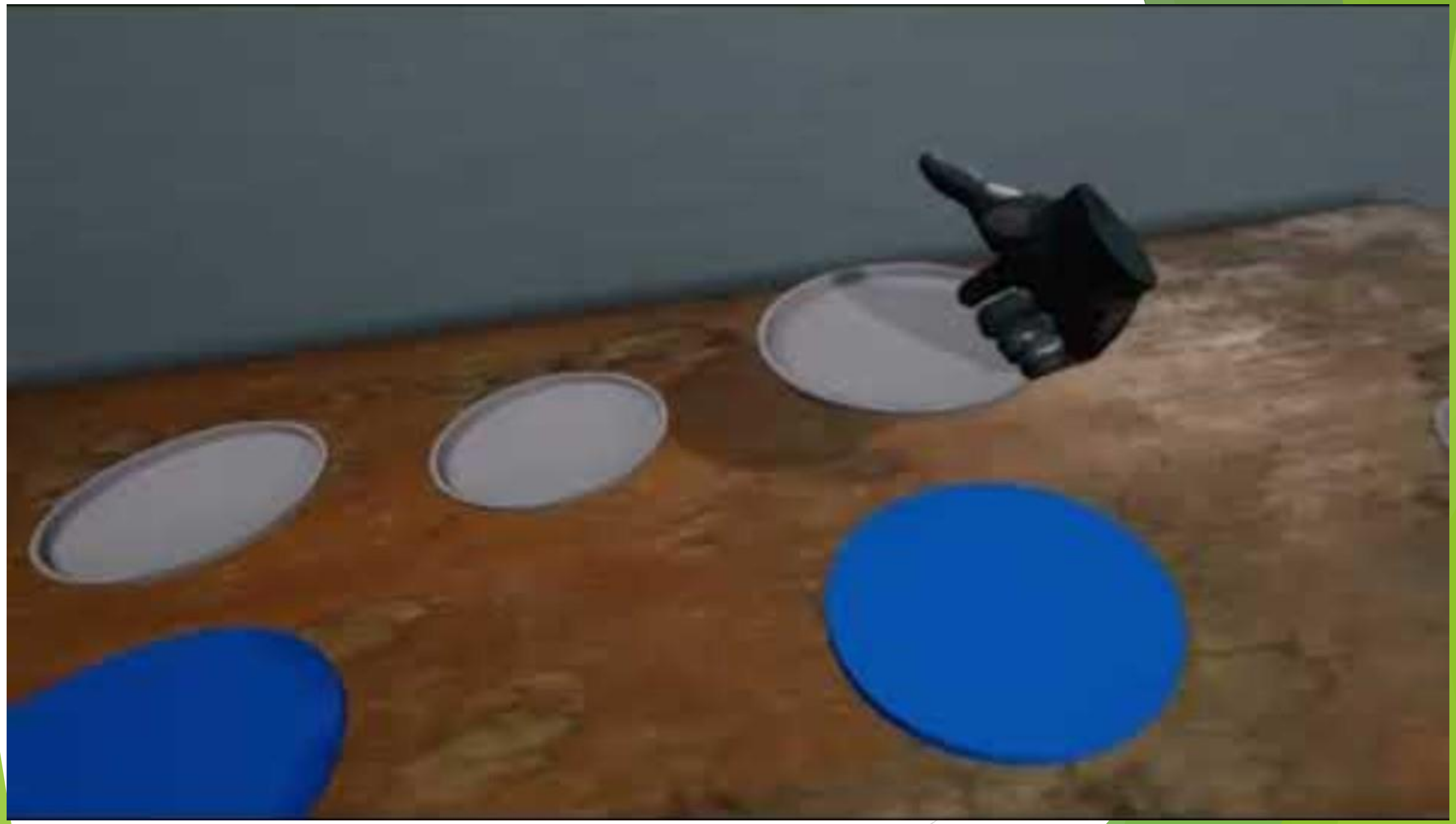
Our second prototype

Expanding on the Progress Tracking System

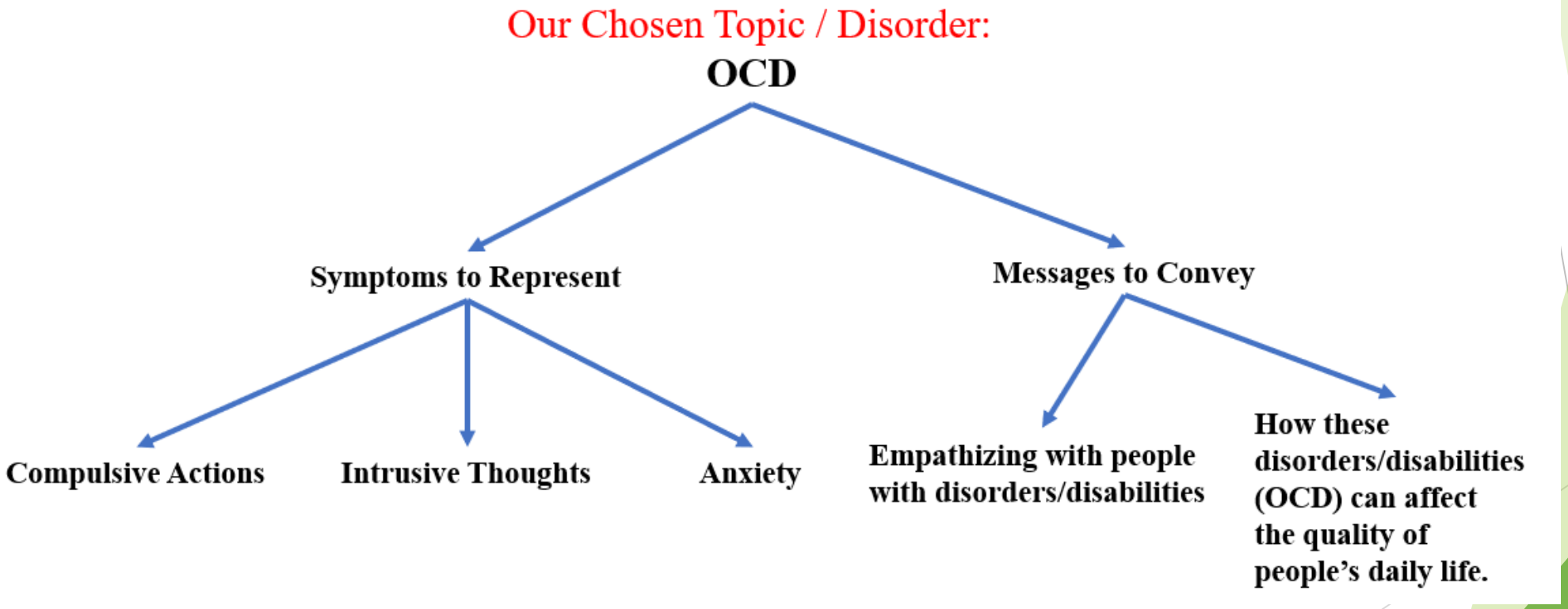
Connecting all Basic Functionalities

Added a Pre-Liminary Starting Area and an Ending Area

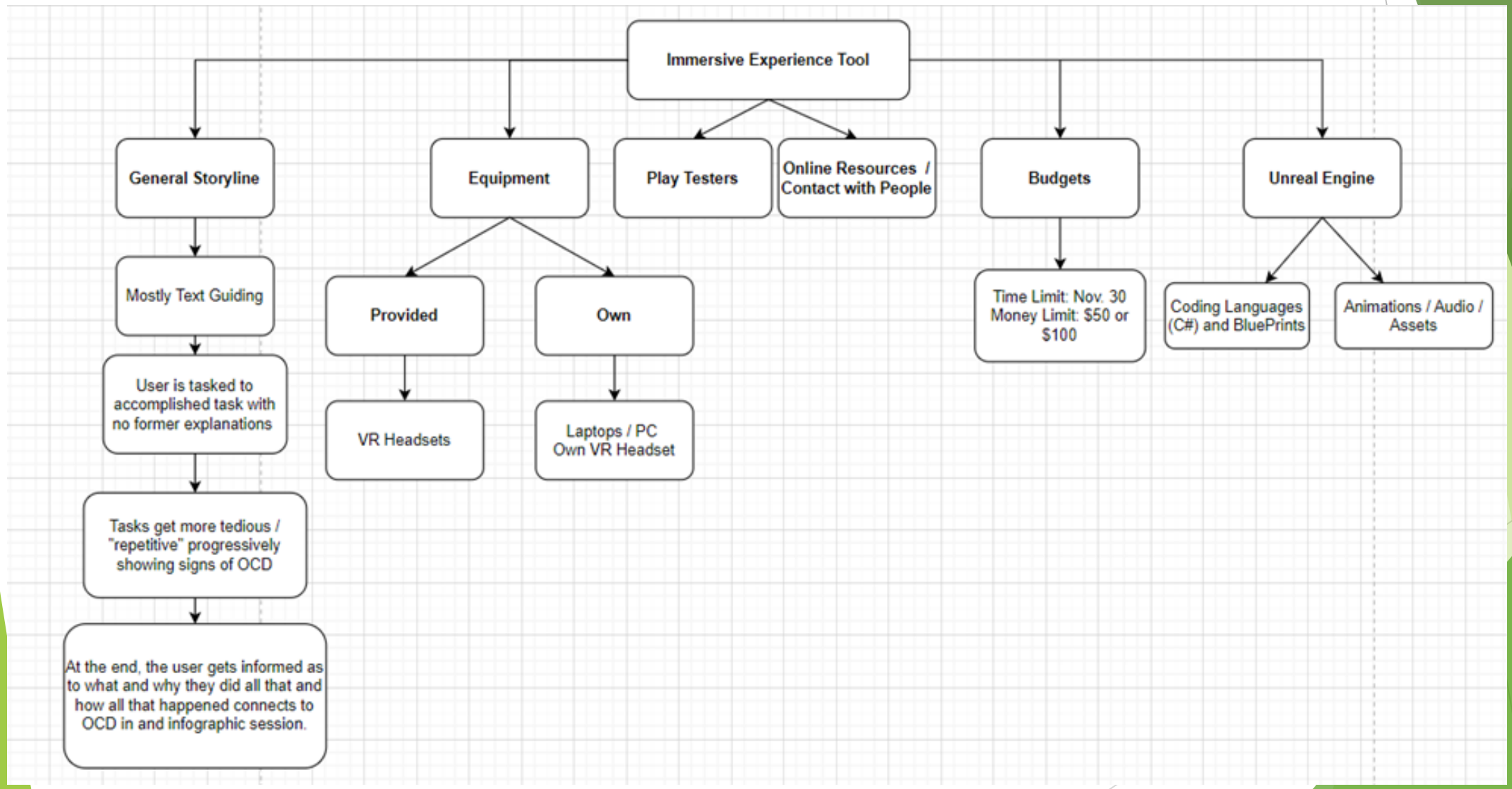
Start developing the infographic session



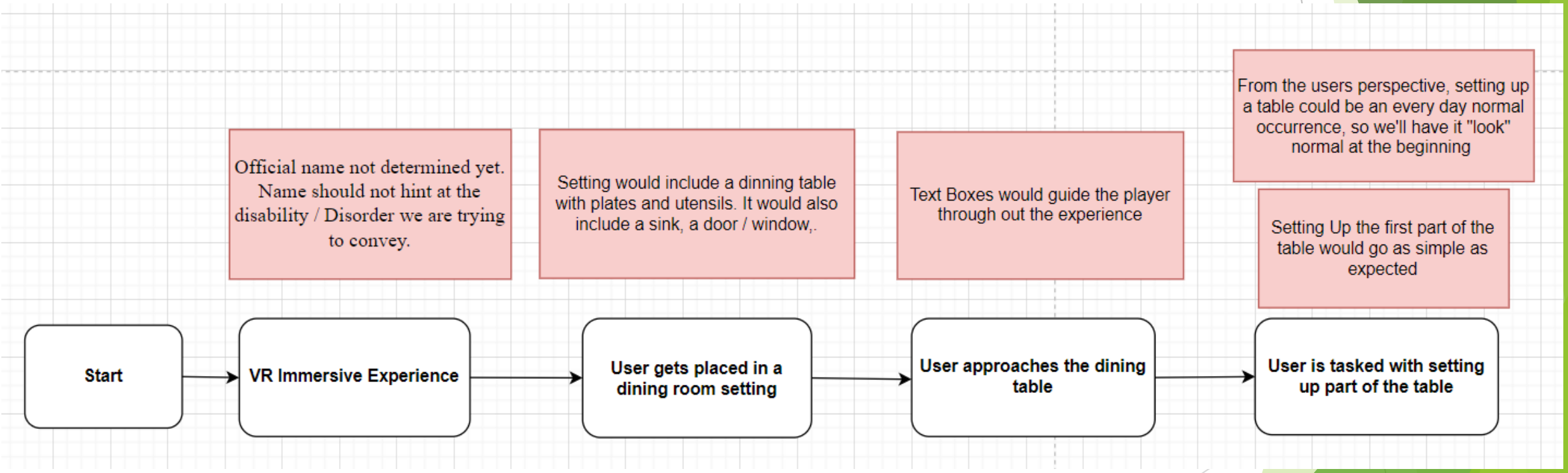
Main Idea / Message



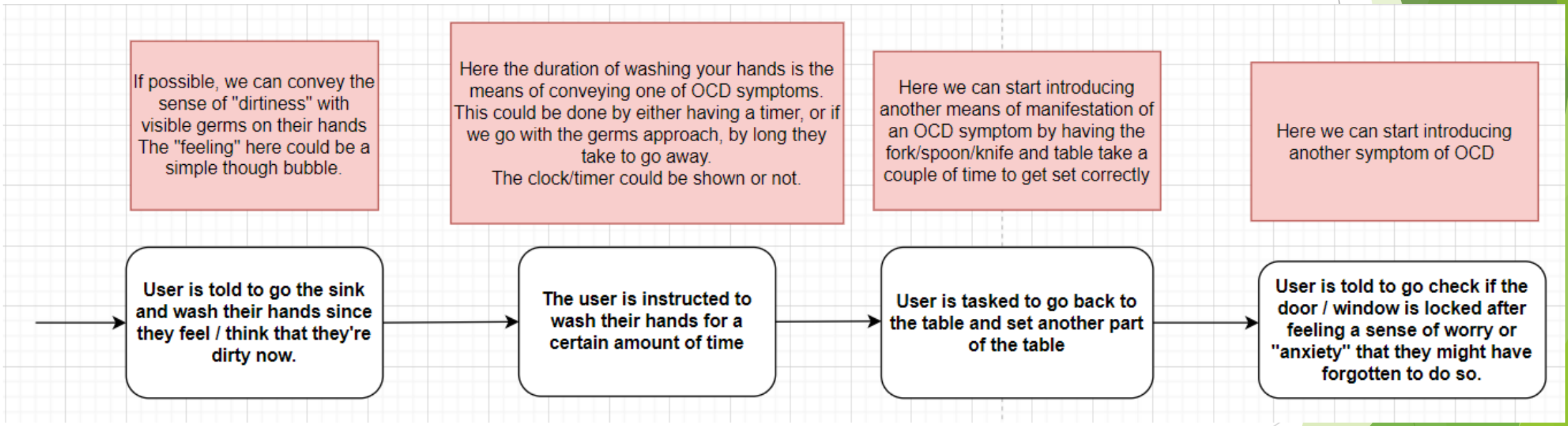
Flow chart


Immersive Experience Tool
General Storyline
Equipment
Play Testers
Online Resources / Contact with People
Budgets
Unreal Engine
Mostly Text Guiding
User is tasked to accomplished task with no former explanations
Tasks get more tedious / "repetitive" progressively showing signs of OCD
At the end, the user gets informed as to what and why they did all that and how all that happened connects to OCD in and infographic session.
Provided
Own
VR Headsets
Laptops / PC
Own VR Headset
Time Limit: Nov. 30
Money Limit: $50 or $100
Coding Languages (C#) and BluePrints
Animations / Audio / Assets

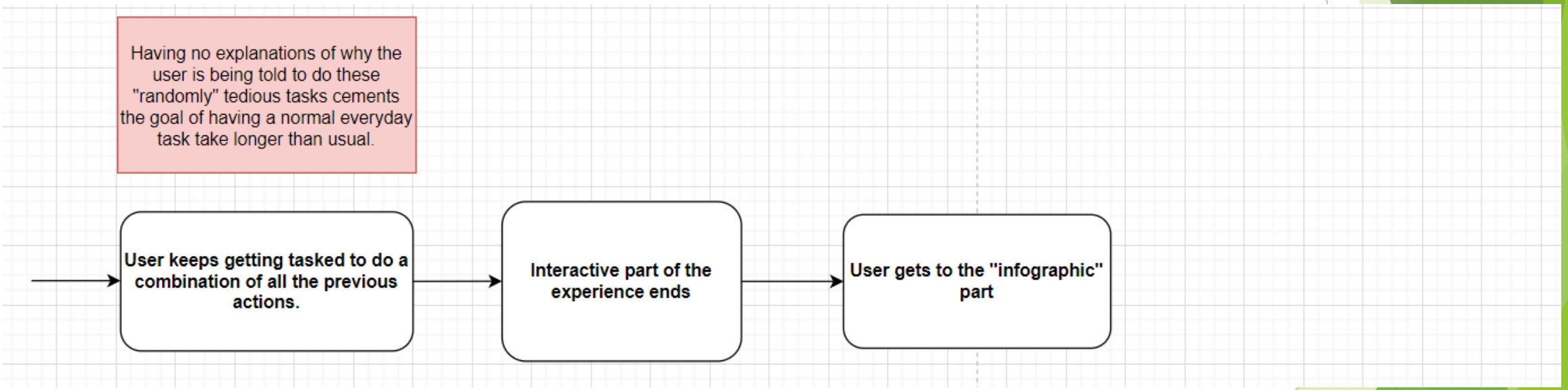
Refined Storyboard



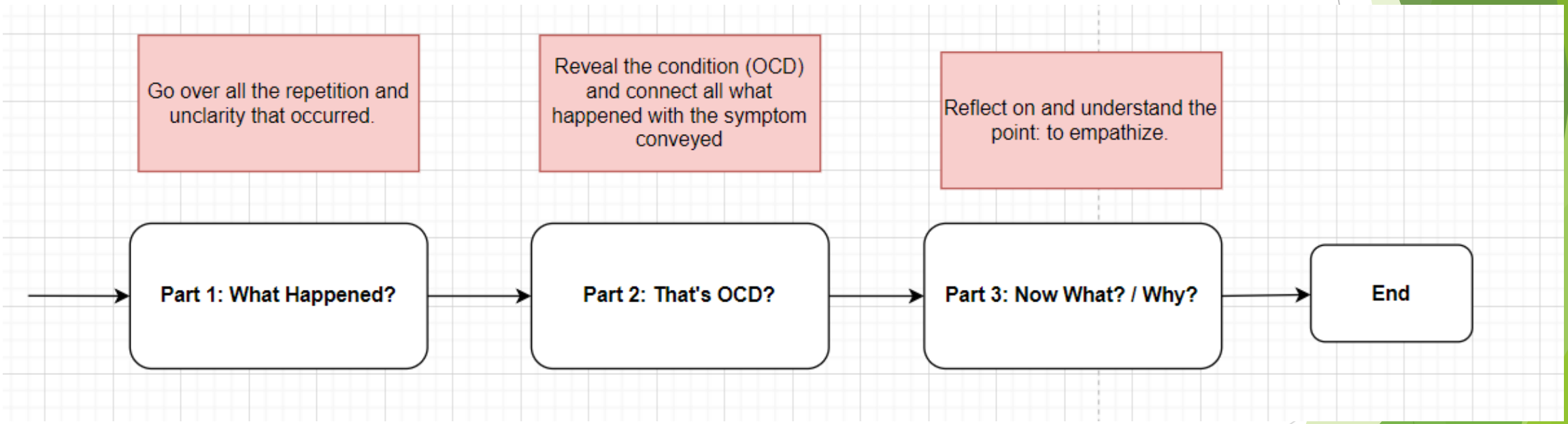
Refined Storyboard



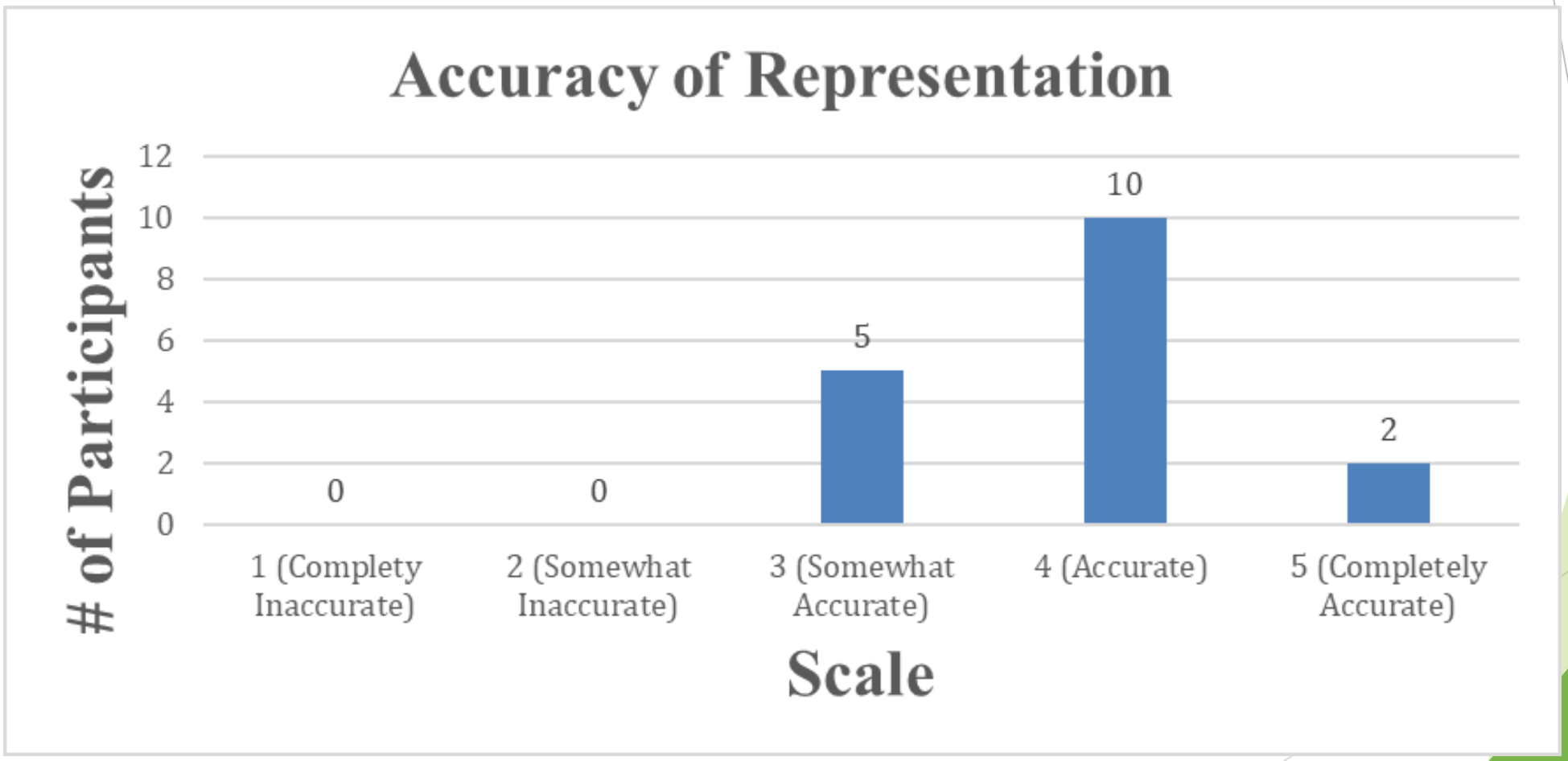
Refined Storyboard



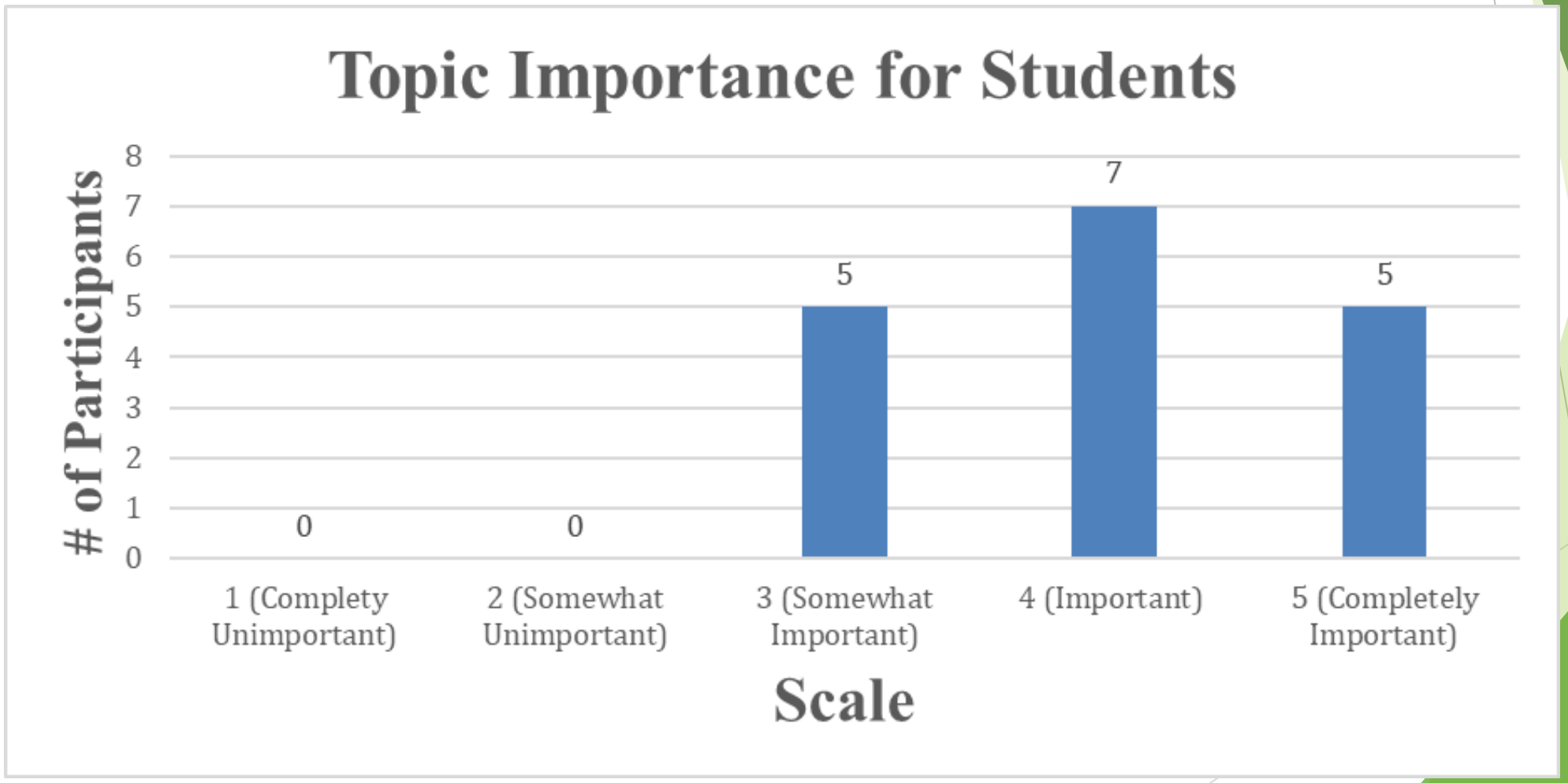
Refined Storyboard



Testing results



Testing Results



Testing Results

- VR Development & Story Development:

Table 12 - Benchmarking Prototype 2 against Target Specifications

Metric #	Metric	Units	Marginal Values	Ideal Value	Prototype 2 Values
1	Simulation Length	s	<5:00	3:00	N/A
2	Amount of people that respond with empathy	%	>75%	100%	N/A
3	The frames per second performance optimization	FPS (Frames per second)	>30	>60	60
4	Accuracy to real experiences	Scale (1-5)	>=4	5	4
5	Amount of people able to use the experience with little to no instruction	%	80%	100%	N/A

Testing Results

Metric #	Metric	Units	Marginal Values	Ideal Value	Prototype 2 Values
6	Coherence and quality of story	Scale (1-5)	>=4	5	N/A
7	Number of interactive events	#	>=3	>5	3
8	Theme appropriate to students	Scale (1-5)	>=3	5	4

Testing Results

Table 13 - Benchmarking Prototype 2 against Newly Added Target Specifications

Metric #	Metric	Units	Marginal Values	Ideal Value	Prototype 2 Values
1	Effectiveness of Expanded Progression System	Scale (1-5)	>4	5	4
2	Effectiveness of Connected Functionalities	Scale (1-5)	>=3	5	4
3	Effectiveness of Starting and Ending Areas	Scale (1-5)	>=4	5	2