

1. Clear and detailed drawing of concept
2. Bill of materials and cost

Item	Link	Cost
Classroom asset	<a href="https://assetstore.unity.com/packages/3d/props/interior/cute-classroom-set-249036">https://assetstore.unity.com/packages/3d/props/interior/cute-classroom-set-249036</a>	\$14.99
Wood texture	<a href="https://assetstore.unity.com/packages/2d/textures-materials/wood/hand-painted-seamless-wood-texture-vol-6-162145">https://assetstore.unity.com/packages/2d/textures-materials/wood/hand-painted-seamless-wood-texture-vol-6-162145</a>	0\$
Wood barricade	<a href="https://assetstore.unity.com/packages/3d/environments/wooden-barricade-6734">https://assetstore.unity.com/packages/3d/environments/wooden-barricade-6734</a>	\$4.99

3. List of equipment
  - a. Unity VR
  - b. Visual Studio
  - c. Usb Stick
  - d. Hard Drive
  - e. Rendering Software
  - f. Blender
  - g. Unity Asset Store
  - h. Thingiverse
4. List of risks
  - a. Too complex to finish within our timeframe with the amount of people in our team
  - b. Making a detailed prototype with the amount of people on our team would be too hard.  
The way we plan on mitigating this risk is that we decided to focus more on quantity than on quality, since its a prototype it shouldn't be anything too special, rather we're going to make it as simple as possible with the most expression.
  - c. Risk of not being able to connect to the VR headset in the short amount of time we are given to present. We are going to have a video ready of our scenario to show the judges instead of just hoping that the VR headset is going to work.
5. Prototyping test plan based on lecture 11
6. NOT DUE IN THIS DELIVERABLE BUT MUST CREATE A PROTOTYPE TO PRESENT IN CLASS