



# Team Hot Wheels

Team Members:  
Nick van Leeuwen  
David Brunner  
Brandon Yeung  
Shiqian Li



# requirement

- **Background, context** of client
- Identify the **problem, formulation, incorporation of feedback**, conclusions. 15%
  
- Technical analysis (benchmarking) and design solution 25%
  
- Prototype 40%

Others: 20%

- Communication
- professionalism

# What's the problem?

- People in wheelchairs commonly get their problems in life overlooked/undervalued
- Some problems include
  - Size of the wheelchair, inaccessible locations, and unreachable locations
- Will increase empathy and decrease discrimination against wheelchair users



# User Requirements and Current Solutions

Requirement:

- Vr headset & PC



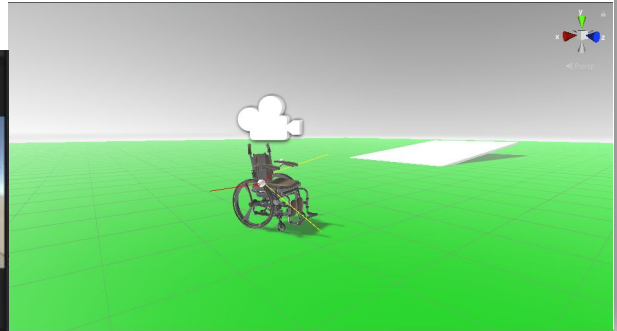
Solutions/alternatives:

- Currently no games/programs that promote empathy in a wheelchair
- Dys4ia, Wheelchair sim VR



# What our product provides

- Real life wheelchair interactions
- Scenes that highlight key parts in the life of someone who goes around in a wheelchair's life that people without one would overlook
- NPCs show the contrast between people in a wheelchair and without one



# Why us?

- Our product is a combination & improvement of the two previous solutions
- No competition for specifically this subject (Empathetic VR wheelchair experience)



# Benchmarking ?

	Dys4ia	Wheelchair Sim	Our product
Wheelchair mechanic	No	Yes	Yes
Increasing empathy	Yes	NO	Yes
Price	Free	\$17.49 CAD	Free
VR	No	Yes	Yes

# In game view

