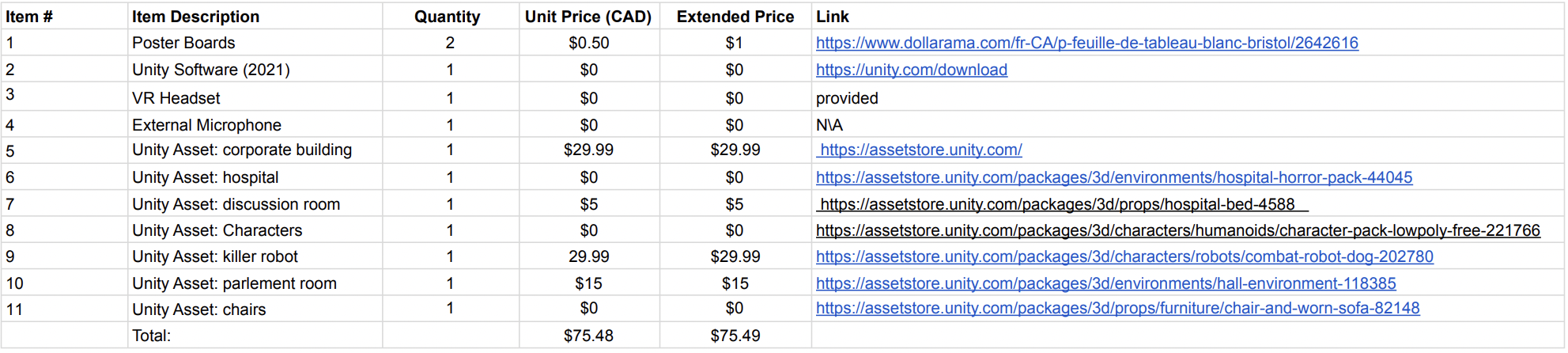
\Deliverable E

1.

44Diagram

Description automatically generated

2. Budget plan:



3. Equipment Required for Prototype:

* Unity Software (2021)
* Assets: Corporate building, scary hospital, hospital beds
* Computer
* Mouse
* Wrike
* VR Headset and Headphones
* External Microphone
* Potential Assets:

corporate building:

<https://assetstore.unity.com/packages/3d/props/interior/corporate-building-freeman-201577>

scary hospital:

<https://assetstore.unity.com/packages/3d/environments/hospital-horror-pack-44045> or

<https://assetstore.unity.com/packages/3d/environments/urban/modular-medical-tent-pack-187055>

hospital bed:

<https://assetstore.unity.com/packages/3d/props/hospital-bed-4588>

characters:

<https://assetstore.unity.com/packages/3d/characters/humanoids/character-pack-lowpoly-free-221766>

killer robots:

<https://assetstore.unity.com/packages/3d/characters/robots/combat-robot-dog-202780>

parliament/discussion room:

<https://assetstore.unity.com/packages/3d/environments/hall-environment-118385>

chairs for the parliament room:

<https://assetstore.unity.com/packages/3d/props/furniture/chair-and-worn-sofa-82148>

4.

* Financial risks: It involves a project’s monetary factors.
* Strategic risks: It involves the strategies to be chosen to complete the project.
* Performance risks: It involves the way we split the work between the team members of the group, we should be careful with this because sometimes when you chose a wrong person for the task that the person is not comfortable with it, will delay the project plans.
* Dependency of the project to each member of the group: When we split the work and one person because of some acceptable reasons, will not be able to do it or needs more time. This will delay the day of testing and delay the whole project plans.
* In Unity we face errors in codes.
* Sometimes there will not be errors in code, but the game will not work because of the way the code is written, so we should be careful how we program.
* Also, technical issues with VR will happen, so it will delay the due date of project plans.

5.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Objective | Fidelity | Feedback | Satisfaction |
| Mentally Focused | To test and understand the impacts sound may have | Medium | None/Client was not involved | We will conclude the test when we believe the sound system had an impact on the feelings of the consumer but does not overpower the visuals seen. |
| Mentally Focused | To test and understand all visual aspects that the consumer would be impacted by the most | High | None/Client was not involved | The test will be concluded after the group believes the visual aspects are impactful enough to leave a lasting feeling with the consumer with minimal gore. |
| Mentally Focused | To test if our original design can be understood by the average consumer. The idea is to make it complex yet understandable for people who have no background knowledge of the concept. | Medium | None/Client was not involved | The test will conclude when we have taken three people through the experience and write down what they see and know from the experience. |