Free Sky

The sky is not the limit, but your playground

Autism Virtual Reality Project

Milestone Evaluation

Membes

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Faculty Sponsor

Dr. Lucas Stephane lstephane@fit.edu

Client name

Affiliation: The Scott Center for Autism Treatment

Task Matrix

Task	Gavin	Alanah	Jiaqi Completion		What's left
Requirements Document with Scott Center for each aspect	Focus and write Main Database aspect of the document	Focus and write the Therapist System aspect of the document	Focus and write the Child user aspect of the document	100%	Nothing
Choose Development platform	Unity research	3d vista research	Copper cube research	100%	Nothing
Developing a test demo	Working with the creation of the camera for the user looking around the area	Creating and Importing test environme nt plugin	Importing and testing sprite/avata r plugin	100%	Nothing
Database ER diagram	Design	Review and Adjust	Review and Adjust	100%	Nothing
Create a Design Document	Write 40 percent of the design document	Write 20 percent of the design document and review for any adjustment	Write 40 percent of the design document	100%	Nothing
Deciding on Animation Tools	Look into photoshop and other adobe products offered by adobe	Talk to an expert in the field on other alternatives	Research any other animation tool not mentioned	100%	Nothing

Plan e fo %w and and	esponsibl for 20 e for write up d review d ljustment Responsibl e for Writing 40 % of the test plan	Responsibl e for Writing 40% of the test plan	100%	Nothing
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Discussion of each Milestone

Requirements Document with Scott Center for each aspect:

When we started working with the scott center we decided that we would try and meet with there department to overall clarify our requirements. After meeting with them they wanted to have the project to move into a different direction. This direction changed one of the users of the system from a child with autism to a trainee. The overall main components of the system where the same however we had to go back and change all documents that had been done before. However despite that we were able to flesh out the new system a lot better and create a good requirements document.

Choose Development platform

So initially when doing this section we already had an idea that we were going to use unity. After working with different platforms to build the demo the team decided that the best option was unity.

Developing a test demo

Initially creating a test demo for unity had proved difficult we had never made a demo using a moving video. However after extensive research mainly step through step videos we started to understand the concept of moving the camera around in this environment and complete the demo by the deadline

Database ER diagram and Design document

Creating this document had forced the team to put in some research into software design rules and models and after going through this component the team started to get an understanding of the relationship that each entity had with the system

Deciding on Animation Tools

This requirement was very straight forward the team member Jiaqi was the member that lead this component. We had the experience of Photoshop and other Adobe softwares. We will continue to add new software as the semester continues and we interact with the scott center more.

Creating a Test Plan

The creation of the test plan was the most difficult aspect as we didnt know how to begin after reviewing some documents and going over our own design document and requirements document we managed to form necessary test for each of the components that we had identified.

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Discussion for each member contribution

Alanah

Alanah took lead on the creation of the test document while assisting in the creation of the demo by sourcing different videos for the creation of the demo. She had been the one to review all documents for consistency and relevancy and within the requirements document had focused on the trainers aspect of the system.

Jiaqi

Jiaqi took lead on the software component of the project. She wrote the majority of this demo code and ensured that everyone had a part to play within the creation of the demo. She was the member who focused on the trainee aspect of requirements and assisted in the building of diagrams for the design document. She also provided her expertise for the selection of different design software for the animated sections.

Gavin

Gavin acted as team lead and was the main communication between or Advisor and the Team as well as the Scott center. With prior experience he took lead within the design document and was also responsible for fleshing out the design of the database and all the requirements associated with it. He also assisted in the building of our demo environment focused on camera movement.

Task Matrix for next Deadline

Task	Gavin	Alanah	Jiaqi
Requirements Document with Scott Center for each aspect	Responsible for creating and testing with Firebase	Review and give Adjustment	Review and give Adjustment
Create and implement customized accounts that adjust user experience for each user, e.g. name display,	Work on the database component	Work of gaining all resources for test	Working on coding the platform for the test
Create and test animations in the game development environment	Review and give Adjustment	Work on implementing animations in game environment	Working on creating sample animations
Outline requirements for grading scheme and possibly have a focus group with the Scott Center therapists trainee's	Set meeting date with the scott center and participate	Participate within the meeting	Participate within the meeting

Date(s) of meeting(s) with Client

Friday Sept. 13 2019

We also talked over emails, similar to e meetings to talk about different aspects of the project.

<u>Date(s) of meeting(s) with Faculty Sponsor during the</u> <u>current milestone: ...</u>

Thursday Sept. 12 2019

Friday Sept. 13 2019

Sponsor feedback on each task for the current Milestone

Notes .		
Faculty Sponsor Signature:	Date:	