

## **Free Sky**

*The sky is not the limit, but your  
playground*

## **Autism Virtual Reality Project**

### **Milestone Evaluation**

### **Members**

Gavin Smith: [smithg2016@my.fit.edu](mailto:smithg2016@my.fit.edu)

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Jiaqi Yang [jyang2016@my.fit.edu](mailto:jyang2016@my.fit.edu)

### **Faculty Sponsor**

Dr. Lucas Stephane  
[lstephane@fit.edu](mailto:lstephane@fit.edu)

### **Client name**

Affiliation: The Scott Center for Autism Treatment

## Task Matrix

Task	Gavin	Alanah	Jiaqi	What's left
Requirements Document with Scott Center for each aspect	Responsible for creating and testing with Firebase	Review and give Adjustment	Review and give Adjustment	Continue to Adjust but the deadline met
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	Still working on
Places our program on the oculus	Review and give Adjustment	Work on implementing animations in-game environment	Working on creating sample animations	Still working on
Animations Test	Work on identifying new assets	Test button scripts and Anchoring	Providing test sprites	Continue to adjust but the deadline is met

## **Discussion of each Milestone**

### **Requirements Document with Scott Center for each aspect**

So after our last meeting, we needed to meet up with the Scott center as far as acquiring the video and also reviewing certain questions that they wanted to ask. So a doodle poll was sent out to gauge the available times for each person. Since the meeting times did not align for everyone, Alanah met with the Scott Center and Mr. Gallagher at a time that was convenient for them at the Scott Center. During this meeting, the videos for the proof of concept was brought up and played through. Some example questions were brought up for how we would go about testing each of the candidates.

### **Video Test and Acquisition of Oculus Go.**

So one of the things that we had problems with was getting the Oculus from the library for a long enough period to conduct our test and placing the previous demo onto. We also realized that to get the oculus into developer mode we needed to have a phone app that connected to our oculus. Since the library had bought the oculus they had set up with there phones which were not available to us. Therefore the next step was acquiring an oculus. We had found one that was discounted and brand new and purchased it. After receiving the oculus we started to watch videos on how to upload our project onto the device. This is where we ran into our next roadblock. We couldn't find a video that was a specific step by step video that worked. We are still trying to make the demo work on the Oculus. Watching new videos and applying the steps.

### **Animation Test**

So for the animation test, we were very vague in this requirement. what we really wanted to test was how we were going to go about implementing the question and answer for the proof of concept for the Scott Center. At first, we wanted to implement a navbar that we could find as a unity asset on the unity store. However, we couldn't find one that we were fully ok with. So we started testing a concept that we had used in the past we could create a still image using photoshop of a navbar. Then anchor this image in the environment as a sprite. The next step is to use the button transparency option in unity and place it over each of the options for the individual to answer. Then attach the script to each button for the right answers and wrong answers which will now push to the database. This gives us all the capabilities of a navbar giving while also giving us a way to make it look how we want it to.

## **Database**

So while doing the database we hit into a couple of walls. Firstly using firebase the team was not aware of the way that firebase was integrated into unity. We learned that unity has integration for phone apps as well. For the oculus component, we couldn't find a way to implement firebase which really threw us off. We have been looking at alternatives one of the using SQL with visual studios as a test or pushing to a file.

## **Discussion for each member contribution**

### **Alanah**

Alanah had been the one to go as our representative for the Scott center and had discussed with them about requirements. She is the member currently taking lead on placing the demo onto the oculus go and is currently working on that. She also aided in the testing of the implementation of the oculus system

### **Jiaqi**

For this milestone, Jiaqi has been the one to chiefly working on getting a system that could have us share code and tests. She has chosen currently to use GitHub until the kinks of unity collaboration have worked out. She is currently the one who provided test sprites to use in the unity animation test and is currently aiding Alanah on placing the video on the oculus

### **Gavin Smith**

For this milestone, Gavin was the one who communicated with Boyd Mark from the Scott Center. Worked on the animations test for the navigation bar. Ensured that all documents for Dr chan and our faculty sponsor is available. Worked on the creation of the Database and acquired the Oculus for the team to use.

## 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
Continue to work on the application of Database	Work on the database component	Work of gaining all resources for test	Working on coding the platform for the test
Create a final proof of concept by connecting all the components Database animation and video	Database Management	Work on implementing animations in-game environment	Work on implementing animations in-game environment
Host a test run with the Scott center to see how they like the proof of concept	Schedule meeting	Participate	Participate
Create a trainee side connected to database	Work on connecting the database	Work on providing simple gui	Work on providing simple gui

## **Date(s) of meeting(s) with Client**

Tues October. 22, 2019

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

## **Date(s) of meeting(s) with Faculty Sponsor during the current milestone: ...**

Friday, October. 25 2019

Monday, October. 28 201

## **Sponsor feedback on each task for the current Milestone**

**Notes**

Faculty Sponsor Signature: \_\_\_\_\_ Date: \_\_\_\_\_