

Final Report Summary

Group 26 - Ahmad Musayev, Brian Daza, Hector Slato, Xochilt Estrada

Motivation and Goals behind the Project Idea:

This project aims to address the growing need for new and engaging education tools that can help communicate the importance of endangered species. This project will help address the need for better educational tools and interactive solutions that engage users and promote the importance of preserving wildlife. The project is developed for businesses like Zoological Educational Centers, Zooparks, and any educational facilities that involve relationships with endangered animals and are looking for a new way of delivering educational material to the population or visitors. Any profitable or non-profitable organizations that aim towards solutions to current problems related to these animals, or in ways that will help prevent further extinction.

Client and Customer:

The client of our project is an educational organization or governmental organization that will act as a secondary provider of the product for purchase or temporary use on the controlled site. The external customers for our project will usually be organizations that are willing to distribute our product or make it available for use on their prepared, specialized sites. However, any individual interested may also get access to the product directly and set up a private site for personal use. The hands-on customer for our project will be any individual who is interested in animals or simulator games and may be able to visit our clients' sites or set up private sites for personal use.

Product Use Cases and Functional Requirements:

The application will have initial functionality for account management, such as login and registration, to save the progress for each user individually. The user cases for managing the gameplay process, such as creating a new game and resuming progress, allow the user to continue from wherever he left in the previous run or start another game run immediately using the in-game checkpoint system and saves. To acknowledge the user's progress, the use cases of progressing through a chapter or failing to progress through a chapter will signify and play a role in the user's progress through the game. The instructions for each chapter and the end of the chapter will be introduced through highly definitive animations or videos to make information delivery engaging.

Localization, Regional Support, and Health Restrictions:

The application should have the language localized to the language that most of the population in the release region speaks and comprehends. The application must comply with any laws or regulations in force in the specified release region. The application should not include any flashing imagery that may trigger seizures; otherwise, include a warning for them and

motion sickness after prolonged usage of the VR headset and application, with information on what steps to take to mitigate the negative impact on the user's health. The application is not accessible or useful for people with blindness or a health state similar to it. The application should include the means of manually setting up preferred brightness, volume, interface size, and other parameters for the user, as standard settings usually do not work for everyone. The application style should be friendly and energetic to comply with the main aim of delivering the educational material engagingly and playfully, which will fit most layers of the population.

Design Goals:

The main design goal for the system is to grant immersion to the player for the experience that will allow the learning process to become engaging and entertaining, though remaining knowledgeable. The accuracy and realism are essential for the immersiveness of the gameplay process; however, they may and should be sacrificed if it allows faster loading time and smoother and entertaining gameplay, which will make the learning experience of the product what the user enjoys doing and not what is mandated. The project will lean toward client-server architecture, where the server role is to grant safe possession and preservation of the user’s profile data and progress in the application. The user will also have the ability to run the application autonomously without connection to the server and save the progress and any changes to the profile on the local VR hardware.

Risks :

The main risks for the project's success and deployment are uncertainty and underperformance in funding and investments, which will highly depend on the governmental grants and independent fundraising. The underperformance in copy selling may result in the closure of the project technical support and place a cross-out on future content additions. Inaccurate approximation of budget and time needed for the product to be finished, which includes such factors and cases like silver bullet syndrome, which may also result in unexpected custom development needs, delaying delivery, and increasing costs.

