

VIRA



Virtual Insight into Real Athletics

Katie Perkins, Nate Irmiter, Bailey Righi,
Willem Paul, Caroline Rankin

Problem

- No previous VR development experience
- Steep learning curve
- Have to learn how to work with a variety of new development applications, languages, and technical terms



Solutions

- We will learn how to work with VR by:
 - Learning what the clients want
 - Categorizing concepts to learn
 - Determining when each task should be done
 - Completing each milestone by:
 - Breaking it down
 - Sketching it out
 - Determining what is possible
 - Revising it
 - Implementing it



Other Challenges

- Modules need to be medically accurate and up to current clinical standards
- The interaction between the user and the virtual limb must be as intuitive and natural as possible
- Our project idea didn't come from the client