

Group Notes (Andrew, Caitlin, Jay)

Meet on Skype at some point before Monday (caitlintrafton@yahoo.com).

Sunday, April 20th: EASTER

Monday, April 21<sup>st</sup>: Prototype Due

### **-Discussion-**

**Unity Map Ready:** Includes Trees, Grass and the ability to move Forward, Backward, Left, Right.

Controls: Directional Keys on Computer.

Needs Path: Make Screencast clips of "moving through the maze." We can use these screencasts to create mock exhibit video.

### **-Options for Final Project Display-**

~~1.) Video Demonstration: Split Screen, showing user acting with Oculus and joystick/show what they are seeing.~~

~~2.) Hands-On Demonstration: (Simplified Version Demonstration) Where user puts Oculus on and moves through the maze. In order to have a working prototype, we would need the Omni Directional Treadmill.~~

3.) "Faking It" Video: In AfterEffects simulate the exhibit Space, Controls and Interaction.

- Scrap Joystick (If we want one: 1 week to order, \$20)
- Scrap Oculus

Must represent: Omni Directional Treadmill, three-screen environment, and user interaction.

We've decided to do a mock video that represents the exhibit if it were in it's completed state. We plan to replace the Oculus Goggles with the Omni Directional Treadmill and instead, have that control what is projected onto walls of space.

### **-Two types of Footpads-**

Omni Directional Treadmill and Cyberith Virtualizer. (also found: Stinky footpad)

\*They used crowd-funding to get \$150,00 to get Omni Directional out, it took them less than a day.

If we do make a working Prototype: Use Joystick, in place of Omni Directional Treadmill.

### **-Prototype Shotlist-**

1.) (Andrew) **Save and Send:** Screencasts of "Moving Through Unity Maze." Suggested: 20 second clips of moving forward, backward, left and right. Post to Google Drive, send link to caitlin.trafton@umit.maine.edu.

In AfterEffects...

2.) **Build Space:** Three Walls/Screens; Front, Left, Right. Fourth Screen: Night/Day Sky.

3.) (Caitlin) **Green Screen User Interaction:** Shoot and Edit Video of User walking forward, backward, left and right. Post to Google Drive and send files to Jay.

4.) (Jay) **Make Title and Credits:** NMD 306, Maine Discovery Museum Prototype by Andrew, Caitlin Jay.

5.) **Voice-Over:** We need a voice! Describes Goals, Objectives and Intended Outcome. We should all do this. We could screencast a Skype Chat, with all of us in it?

### **-References-**

Stinky Footpad (\$119): <http://gizmodo.com/5991501/the-stinky-footpad-pc-controller-puts-buttons-on-your-feet>