

**MICHIGAN STATE**  

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**UNIVERSITY**

# Beta Presentation

## From the Ground Up VR

### The Capstone Experience

Team Auto-Owners

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*From Students...  
...to Professionals*

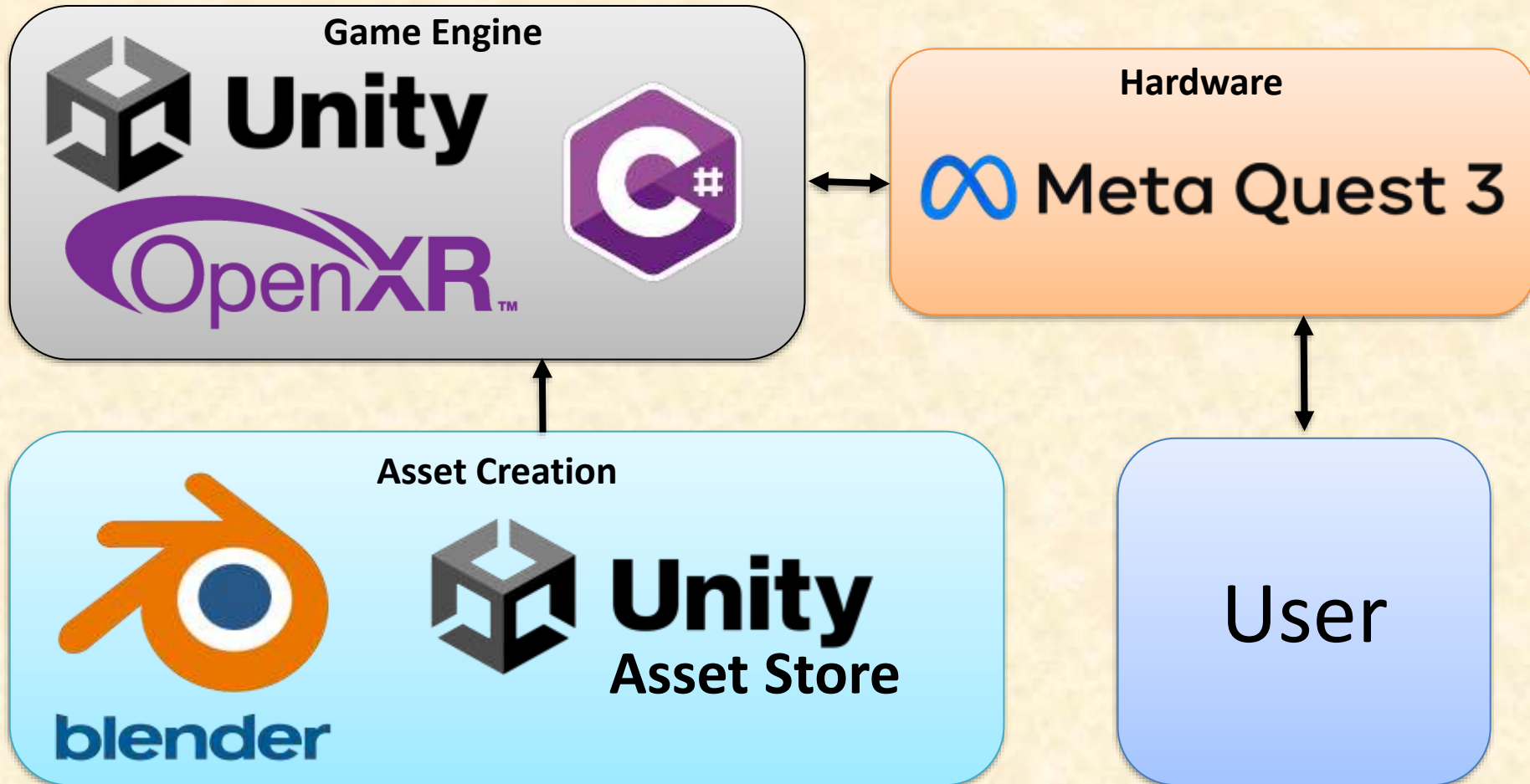
# Project Overview

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- Property Claims Associates current training lacks engaging, real world experience.
- Gamified VR training experience in a realistic household.
- Learn more about construction materials and the relations between them.
- Better prepare associates for a real-world scenario.



# System Architecture



# Tutorial

Aim at a door, then press a trigger button to open or close doors.



Ok



# Glossary



# Objective System

< LivingRoom >

Current Objective:

Find: Baseboard

## Objectives

### Required Items:

Carpet	✓	Crown Molding (3 1/4")	
Baseboard		Drywall (5/8") - Smooth	
Quarter Round		Paint (Faux)	
Drywall (1/2")	✓	Ceiling Fan	✓
Paint		Shades/Blinds	
Door Jambs			
Window Jambs			
Casing			



# Teleportation and Highlighting



# Error Messages

Please collect all required items by aiming at objects and pressing trigger buttons to continue. Look up to see your current objective.

Ok





# What's left to do?

- Features
  - Color selection
  - Audio optimization
- Stretch Goals
  - 2<sup>nd</sup> floor
  - Flooded basement
  - Roof hailstorm
  - Hidden items
- Other Tasks
  - Dynamic object system
  - Project documentation
  - Minor optimizations



# Questions?

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