

**MICHIGAN STATE**  

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**U N I V E R S I T Y**

# Project Plan

## Virtual Reality Aircraft Walkaround

### The Capstone Experience

#### Team United Airlines Safety

Caitlin Brown

Jiachen Lin

Ellie Locatis

Jacob Turcano

Cheney Wang

Department of Computer Science and Engineering  
Michigan State University

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

# Functional Specifications

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- Assist in the training of aircraft walkarounds
- Simulate a wide variety of aircraft models and potential defects
- Training mode teaches what to look for in various locations
- Testing mode tests and grades the technician in various scenarios



# Design Specifications

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- Start Menu
- Airplane Model/Scenario Model
- Aircraft Navigation
- Training Mode
- Testing Mode
- Feedback Window



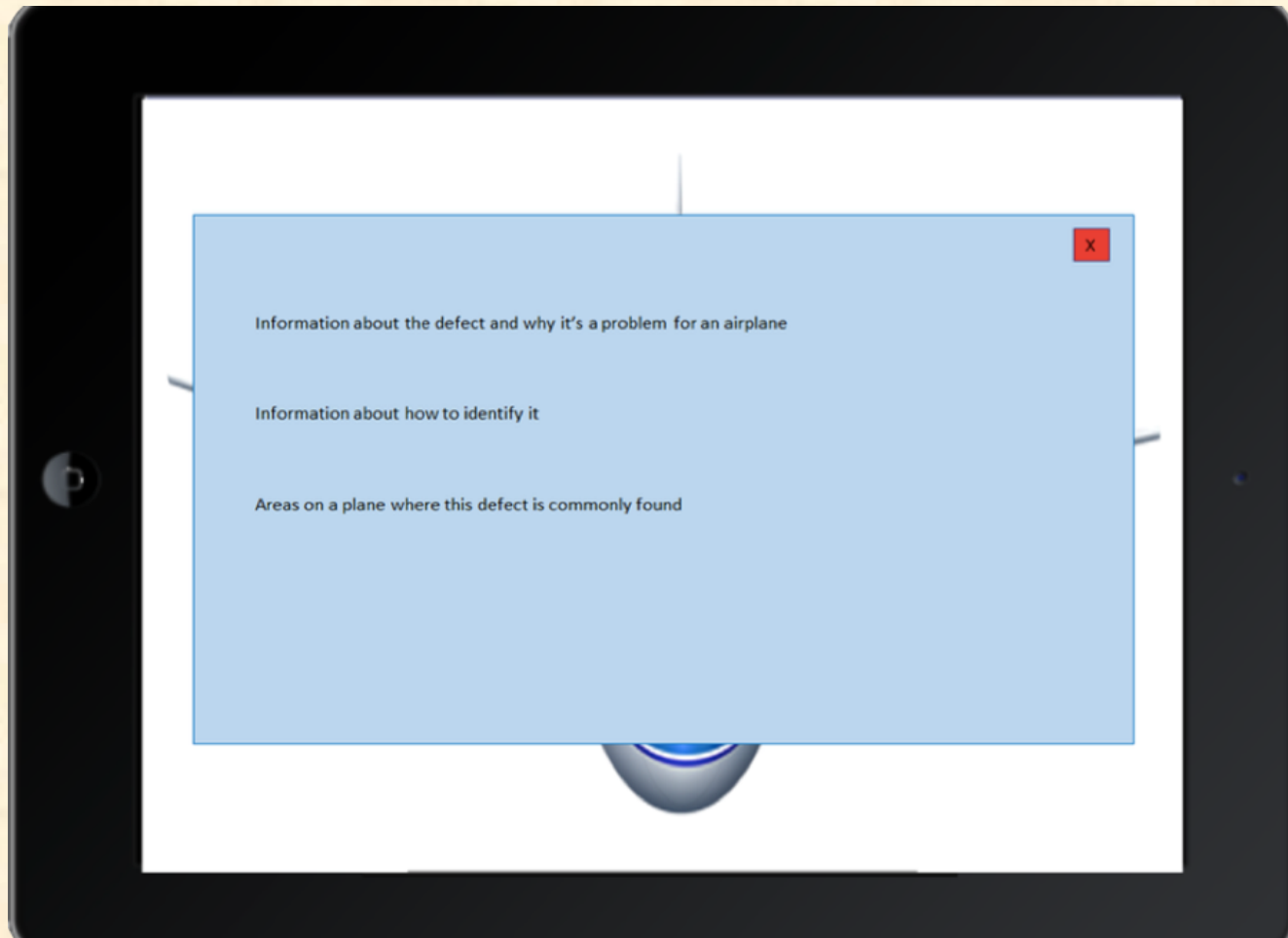
# Screen Mockup: Navigation



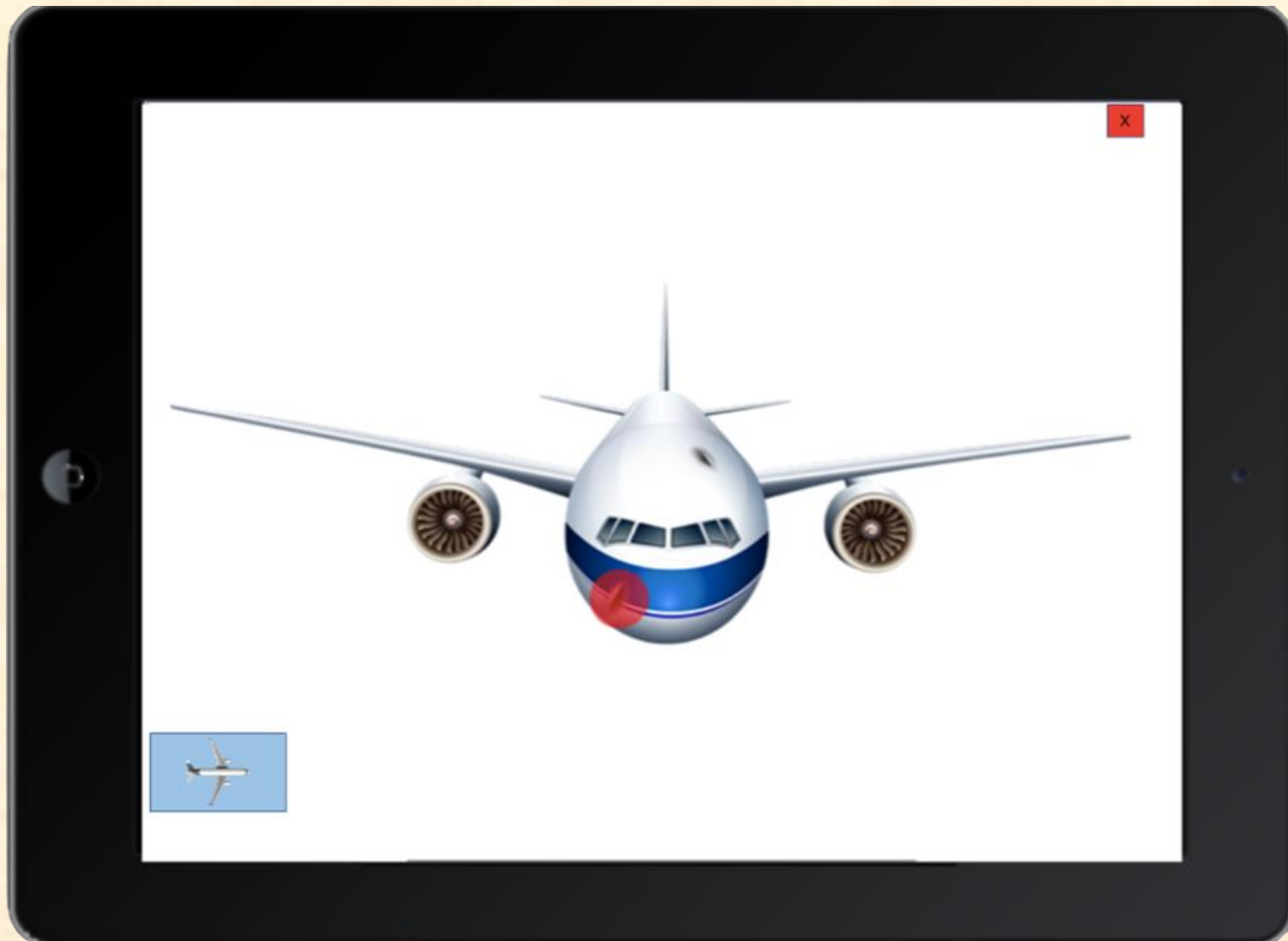
# Screen Mockup: Training Mode



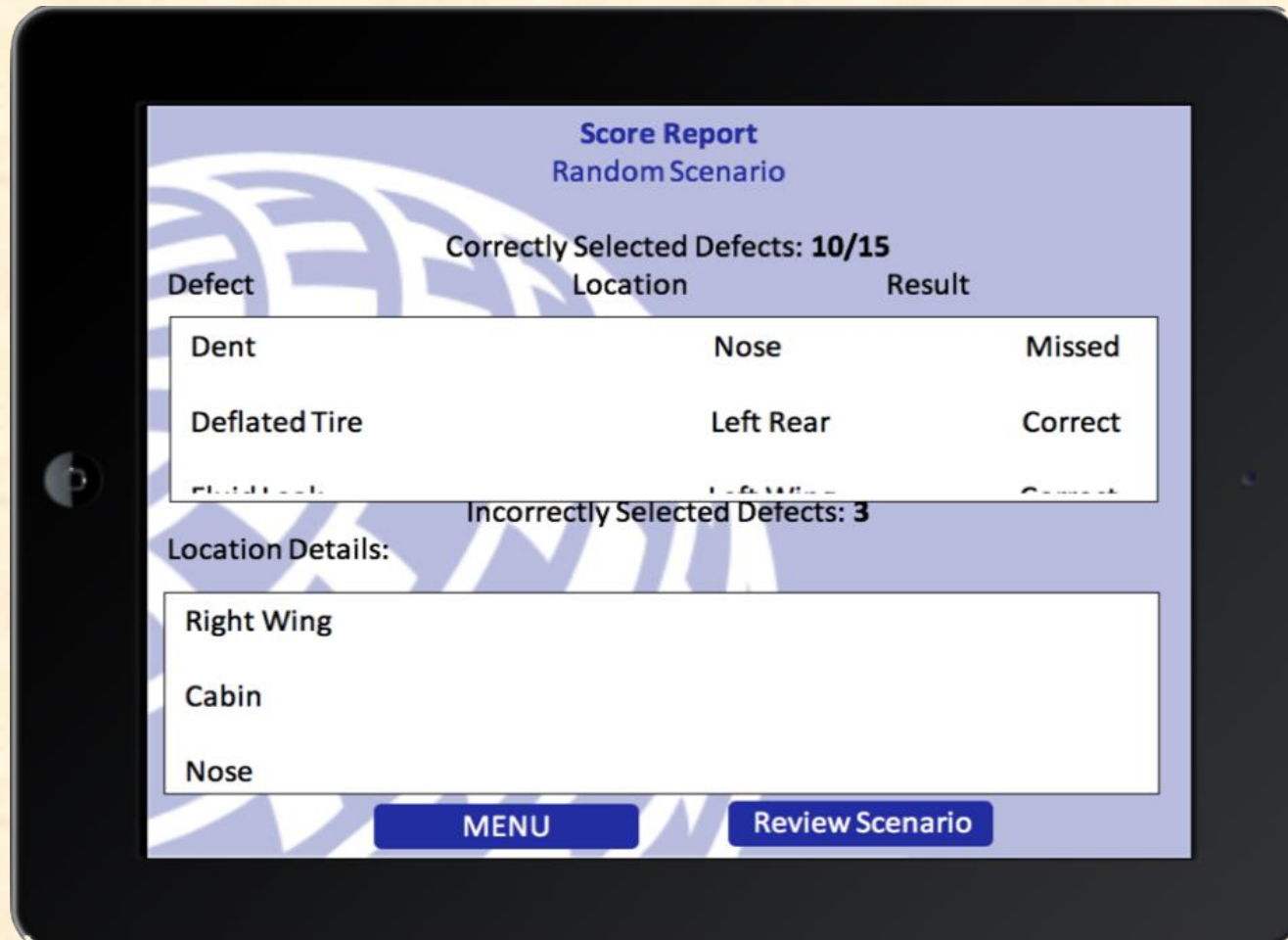
# Screen Mockup: Training Mode



# Screen Mockup: Testing Mode



# Screen Mockup: Score Report





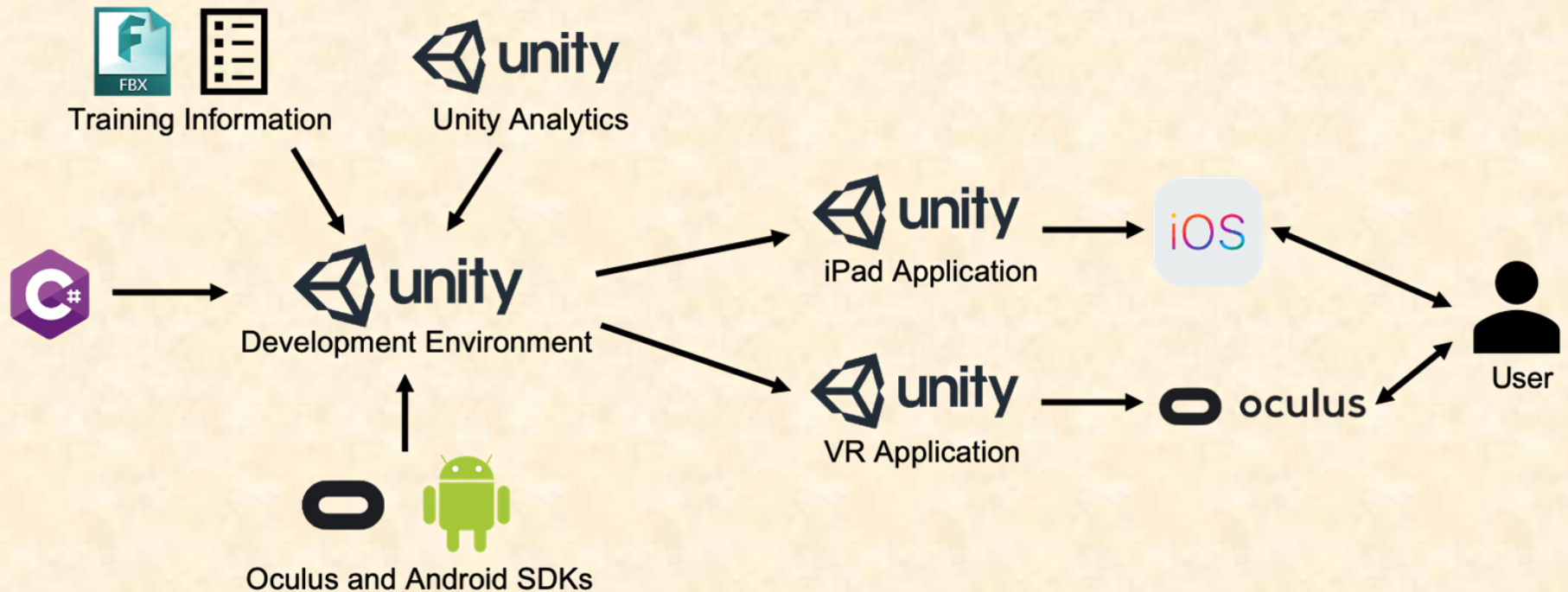
# Technical Specifications

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- Unity
- iPad
- Oculus Quest



# System Architecture



# System Components

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- Hardware Platforms
  - iPad
  - Oculus Quest
- Software Platforms / Technologies
  - Unity
  - Unity Analytics
  - Visual Studio 2019
  - Xcode
  - Oculus, Android SDK



# Risks

- Accuracy of the information and defects in the planes
  - Not highly knowledgeable about aircrafts
  - Mitigation: Keep careful track of text in the application and become more familiar with aircraft
- Creating two nearly identical applications
  - Slight changes must be made to the iPad version but must keep same functionality
  - Mitigation: Develop both applications within same Unity project, actively test both versions.
- Oculus Quest Performance Limitations
  - Performance problems may arise for the Oculus Quest
  - Mitigation: The models are being stress-tested on the Oculus Quest. Development focused on the Oculus Quest



# Questions?

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