

Virtual World Development

DESIGN A SOFTWARE TOOLKIT

The class is to specify the software tools and interface techniques for a Virtual Reality suite.

Do not use English for the specification. Use command words, or a formal language, or functions, or predicate calculus, or diagrams, or animations, or a programming language, or any form that you can be explicit about what a tool does or how it works, but do not use English, use a specification language.

Follow this *organizational structure*:

Form eleven groups of two members. Each group will be responsible for a particular tool in the suite. No group may duplicate another group's functionality.

Include at least these six tools:

The Wand

The Virtual Body, sub-components:

- visual sensors
- audio sensors
- position sensors

The Physiological Model, sub-components:

- body position model
- voice recognition

The remaining five groups may specify a tool of their choice.

Each group must coordinate its specification language and protocol with other groups (tools) that use them. For example, the Wand may depend on the position of the virtual body.

Super-observers must report the progress of class activity.

This is a two hour exercise, I will collect a two page design specification from each tool/group and a two page design integration from the class as a whole.

Grades for the class will be based on functionality, integration, and clarity of specification.