Project Plan

Virtual Reality Simulation for Railcar Loading

The Capstone Experience

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Spring 2018
Functional Specifications

• Dow has to train employees to load railcars with hazardous chemicals
• Training new employees can be very dangerous
• Creating a VR game to make training safer
• Train users to
  ▪ Load railcars
  ▪ Handle various dangerous scenarios
  ▪ Gain virtual certification
  ▪ Get ready for the real work
Design Specifications

• Starting Screen and Menu
• Scene 1 : Equipment Gathering
• Scene 2 : Railcar Loading
• Scene 2 : The Process
• Ingame Menu
• Score Screen
• Scoring System
• Sound
Screen Mockup: The Loading Area
Screen Mockup: The Railcar
Technical Specifications

• Unity Game Engine
  ▪ GameObject Interaction
  ▪ Movement
  ▪ Feedback System
  ▪ Hint System
  ▪ Hazard System
  ▪ Weather System
System Architecture

Software

- Ps
- 3ds Max
- Audacity
- C#
- Unity
- SDK

Hardware

- Steam VR
- VR Ready
- Nvidia GeForce GTX
- VRTK (virtual reality toolkit)

Languages

- C#
- Unity

Assets

- Steam VR
- Nvidia GeForce GTX
- VRTK (virtual reality toolkit)
System Components

• Hardware Platforms
  ▪ HTC Vive and Touch Controllers
  ▪ Computer with GTX 1060 or better

• Software Platforms / Technologies
  ▪ Unity Game Engine
  ▪ Microsoft .NET / C#
  ▪ 3DS Max
  ▪ Photoshop CS6
  ▪ Audacity
  ▪ HTC Vive SDK
Risks

Unity Game Engine
• **Difficulty:** Easy to Medium
• **Description:** Understand how to develop with Unity.
• **Mitigation:** Follow online tutorials through Unity, websites, and YouTube.

Vive SDK
• **Difficulty:** Medium
• **Description:** Import and understand Vive SDK plugin for Unity.
• **Mitigation:** Download SDK and create test scenes.

Accurate Simulation
• **Difficulty:** Medium
• **Description:** Need to accurately replicate a scenario of loading railcars
• **Mitigation:** Watch/analyze videos of different railcar loading/filling

Project Assets
• **Difficulty:** Easy
• **Description:** Need to search through 8000 provided assets to build the game.
• **Mitigation:** Split the assets into folders and subfolders to organize assets.