COSC 729: Virtual Reality and its Applications
Spring Semester 2020
Instructor: Dr. Sharad Sharma
Assignment 3: VR Course Curriculum Module

This project will span a period of 1 weeks and is meant to update the previous assignment 2 you developed using WorldViz Vizard IDE. This assignment will get you prepared for the final project.

Please submit your assignment by: **3/3/2020**

Submission:
Submit your code files and all scene assets in a single zipped file (as a *.zip) and submit the file on blackboard. Example: **Assignment_03_sharma.zip**

Description:

In this assignment you will update the ***VR course module*** environment. VR course curriculum module were from the below 2 options (choose one)
1. VR course curriculum module for addressing Cybersecurity risk-based decision-making.
2. VR course curriculum module for teaching Data Science concepts.

The final module should have three modes:
1. *Tutorial mode:* to teach the concepts to the audience
2. *Interaction mode*: to interact with the developed environment to learn a concept. Or play an interactive game in VR to learn the concept.
3. *Feedback Mode:* (will be expanded in assignment 3)

You will be required to do the following:

1. *Interaction Mode*:
   a. **Landmarks**: Like pigeon hunt game, add 4-5 landmark places to visit in a time duration [adapt it in your module]. (C:\Program Files\WorldViz\Vizard6\examples\pigeonHunt
   b. **Click an agent**: Add text or any relevant description for agents (or object) when clicked. **(**Refer; C:\Program Files\WorldViz\Vizard6\tutorials\picking) [adapt it].
   c. Animate the viewpoint: Use keys to move the viewpoint to a different location (refer C:\Program Files\WorldViz\Vizard5\examples\viewAnimate)
   d. Add collision for action events (relevant to your project)
      http://kb.worldviz.com/articles/350

2. *Feedback Mode*
   a. Add a feedback page for lessons learnt from the module. It could also be a question/answer (quiz).
   b. Data File: Record the elapsed time in a txt file. Record how many questions yes/no (Refer: C:\Program Files\WorldViz\Vizard6\tutorials\data\data.py)
      Note: copy the data.py from program files to a different location to play the file

Reference
Check course modules at the VR Lab link: http://cs.bowiestate.edu/sharad/vrlab/course.html
Check Controlling Imported Animations: http://kb.worldviz.com/articles/2087