

## Senior Capstone Design

Project: [Realistic 3D and Virtual Reality Modeling](#)

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Team: [VRCraft](#)

Date: **10/24/2019**

### Design Validation Plan & Results (DVP&R)

| Requirement   | Test   | Test Subject                                  | Target Date | Result | Recommendation |
|---|--|---|-------------|--------|----------------|
| Usable product that demonstrates the basic implementations of a network | User is able to understand the basics surrounding the given network environment                                    | Partially functioning prototype               | 12/31/19    |        |                |
| Needs to be portable  | Test that the product can be downloaded off of github and installed properly                                       | Partially functioning prototype               | 12/31/19    |        |                |
| Demonstrate how MAC addresses function                                  | Do not allow communication between computers to exist if MAC addresses are not configured properly                 | Fully functional prototype                    | 12/31/19    |        |                |
| Demonstrate how network switches function                               | Do not allow communication to exist if computers are not hooked up to a switch                                     | Fully functional prototype                    | 12/31/19    |        |                |
| Demonstrate how computers communicate on a basic level                  | Having multiple tests setup with switches and MAC addresses and allow them to send messages to one another         | Fully functional prototype                    | 04/01/20    |        |                |
| Demonstrate what packets are and what they contain                      | Show packet information in computer before being sent  | Fully functional prototype                    | 04/01/20    |        |                |
| View networks in Virtual Reality  | Be able to put on the Vive headset and use the controllers to be able to interact with the network inside the game | Fully functional prototype w/ VR (if pursued) | 04/01/20    |        |                |