# Virtual BioChem Lab

SD5_Stone

# Addressed Problem

# Main Problem: Transition to 3D

- Giving the student a virtual environment
- Converting the 2D lab into 3D
- Using new tools to apply lab logistics
- Students get familiar with lab

# How it is being addressed.

# This is a slide title

- Options for how to create the virtual lab
- Making the experience realistic
- Keeping everything open source
- Balancing features with time

# How this is being accomplished.

# Software Development Practices

- Sprint Planning
  -  Scoping
    - Google Sheets with Tasks
  -  Planning
    - Weekly Sunday Meetings

# Tools Used

- Unity
  - Game engine used for 2D and 3D games
- Blender
  - Creating 3D Models
- Discord & Google Meets
  - Weekly Meetings

# Current Progress Status

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- Assets
  - Pipette, test tubes, and glove box are all custom assets.
- Liquids
- Object interactions
  - Pipette volume, tube labels, glove box.
- UI
- Task system

# Remaining Work Timeline

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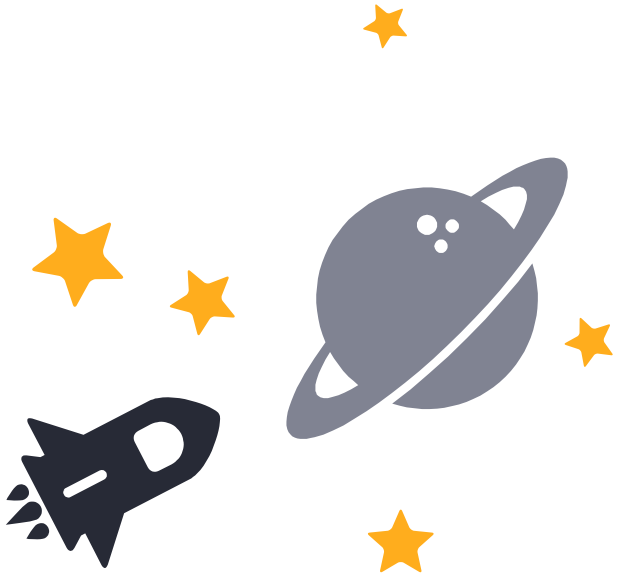
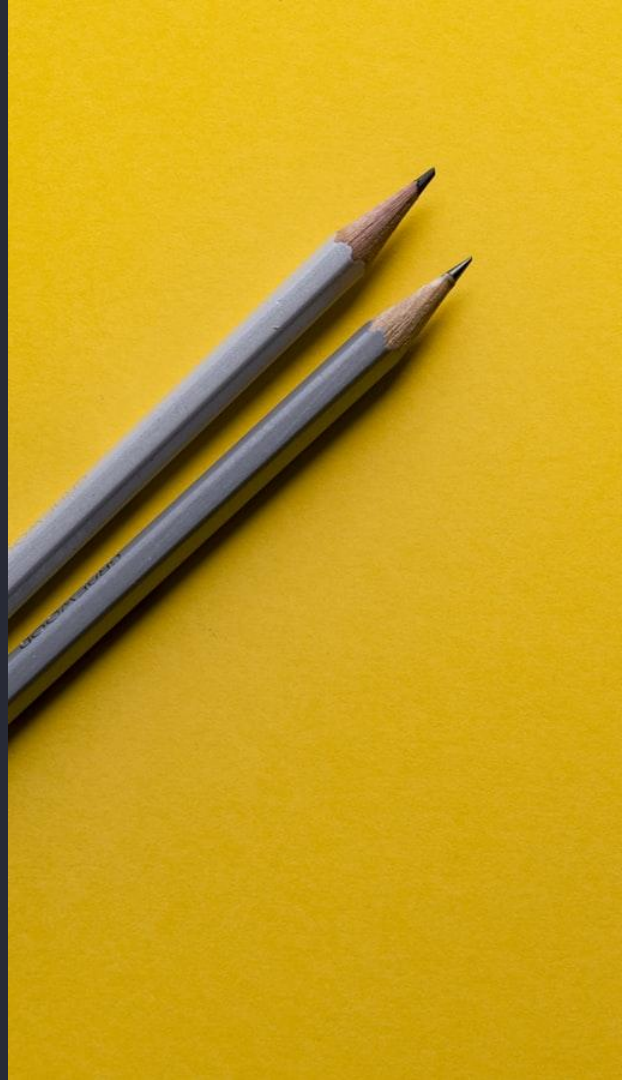
- Goal: Complete Module 1
  - How?
    - Finish with a strong outline
    - Our client is happy
  -

# Quick Demo

Here's what our project looks like currently.





# Thanks!

**Any questions?**