

By Megan Rasco



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<u>Challenges</u>

- Never met in person fully
- Had to do research with no prior knowledge on a time crunch
- Research on unfamiliar subjects leads to dead ends and less development time
- Development from ground

<u>Lessons Learned</u>

- Teams do not need to meet in person to be efficient, but makes meetings challenging
- Having experts on topics on the team speeds up work

Future of the project

• Add more immersive experiences that are not possible in the physics world

<u>Acknowledgements</u>

To Dr. Erika Parsons, Matthew Fuentes, Dr. Chris Byrne, and my wonderful