

For the second 50 hours of my internship, my team was tasked with finalizing our technical blueprint. This second phase resulted in our group having to work on our own far more often than we did in the first phase, as we were starting to get used to the workload and what was expected of us.

We were tasked with making the headset usable by those with disabilities, so me and my partner came up with the idea for a text to speech option, for those with impaired sight. We also included vibrotactile technology for haptic feedback, and a voice command feature as well. We also included features such as closed captions for the hearing impaired.

Our team was also tasked with developing an incident response plan for the vr system. We included features such as identifying incidents by severity and potential impact, a designated incident response team, and a kill/shutdown feature to shut down the vr network in extreme cases. The blueprint also included a Risk management and assessment portion where we described an official risk assessment process.

We also included more options for our multi-factor authentication. The system begins with a password protected log in for each user, and then we included features such as ocular verification, as well as the hardware needed for each feature, such as an Omnivision ocular camera, which is specifically designed for ocular verification.

Finally, we finished off our blueprint with a section dedicated to software for privacy and data security. We included features such as end to end encryption and following Advanced Encryption Standard. This section also included our concept for multi-factor authentication, and multiple third-party companies that we could use for those features.