MONTANA-DAKOTA UTILITIES CO.
A Division of MDU Resources Group, Inc.

Inside Leak Investigation

APPLICATION OF KNOWLEDGE

Storyboard FINAL

09-14-2022

Document History

Version #	Date	Written/Revised By	Description
Draft V0.1	2022-07-20	Eric M. Scharf Solution Design Architect	• Initial Storyboard Draft • Introduced Tool Set
Final V1.0	2022-08-03	Eric M. Scharf Solution Design Architect	• Updated Tool Set Options
Final V1.1	2022-08-04	Eric M. Scharf Solution Design Architect	• Updated For Final Review • New MDU *Group* Logo

DISCLAIMER: This document – like all storyboards across feature film, episodic broadcast television, interactive software, and other similar media – demonstrates (1) a ***visual approximation*** (which may undergo enhancements / optimizations) and (2) an accurate feature set for development of the agreed upon "Inside Leak Investigation" end product.

Please NOTE: This document has been created for both the client and offshore outsource development resources. This document contains no proprietary information.

Key Storyboard Scenes and Elements

1) **Customer Contact**
    1) Actual Contact
    2) No Contact
2) **Reading at Door**
    a) Less Than 10% LEL (Lower Explosive Limit)
    b) Greater Than 10% LEL

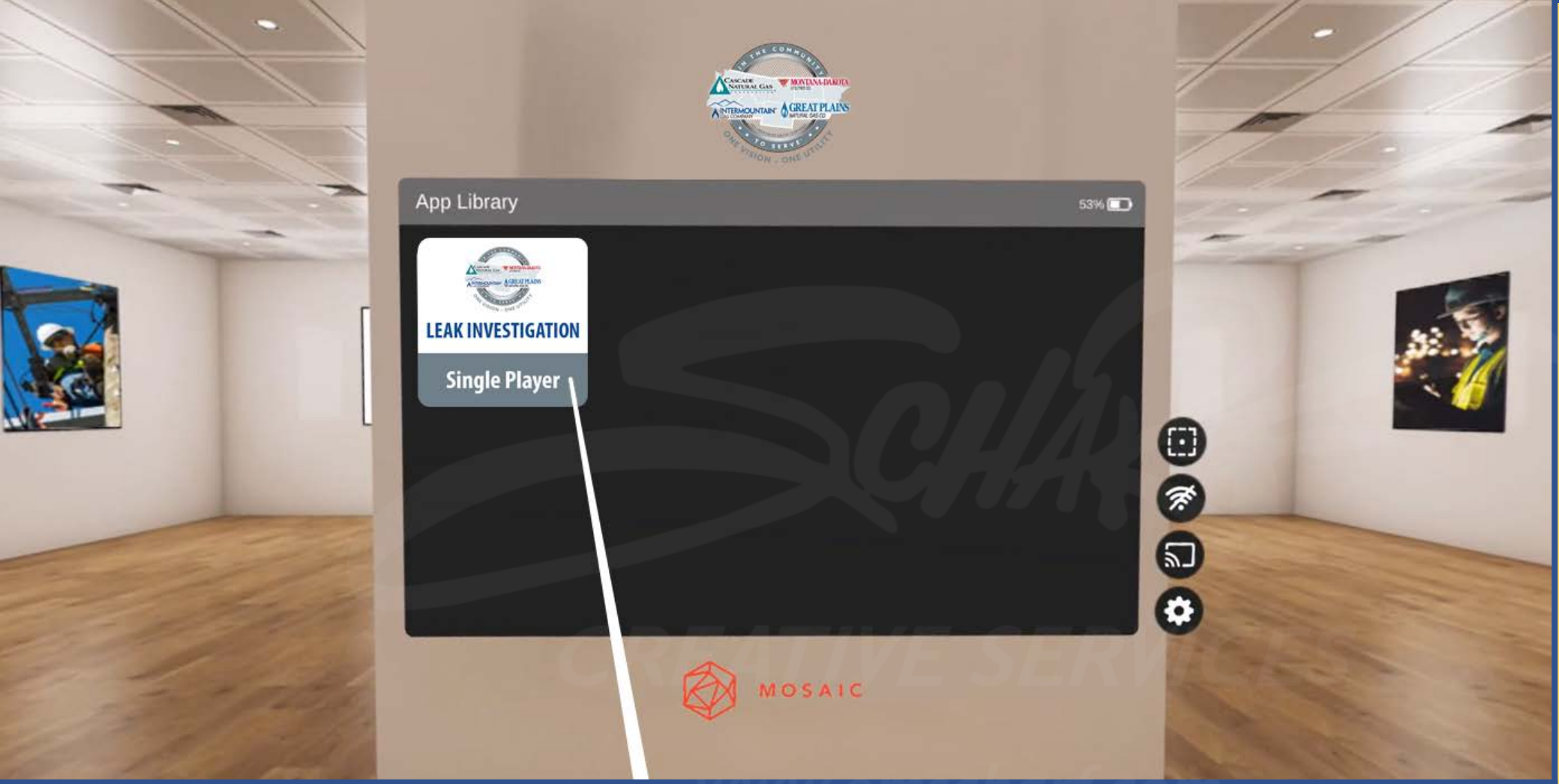
a) Inside Investigation Mode (involving tracked and time-stamped user data)
    a) Appliances (natural gas range, dryer, furnace, and hot water heater)
    b) Venting (on appliances *and* within the locations of appliances)
    c) Connection Conditions (both leaking and non-leaking connections)
    d) Valve Locations (which is a trackable deviation)
    e) Red Tagging and Taping (which are trackable deviations)

b) Post Inside Investigation

1) Meter Motion Test
    1) Leak or No Leak

Kiosk Screen

Functionality



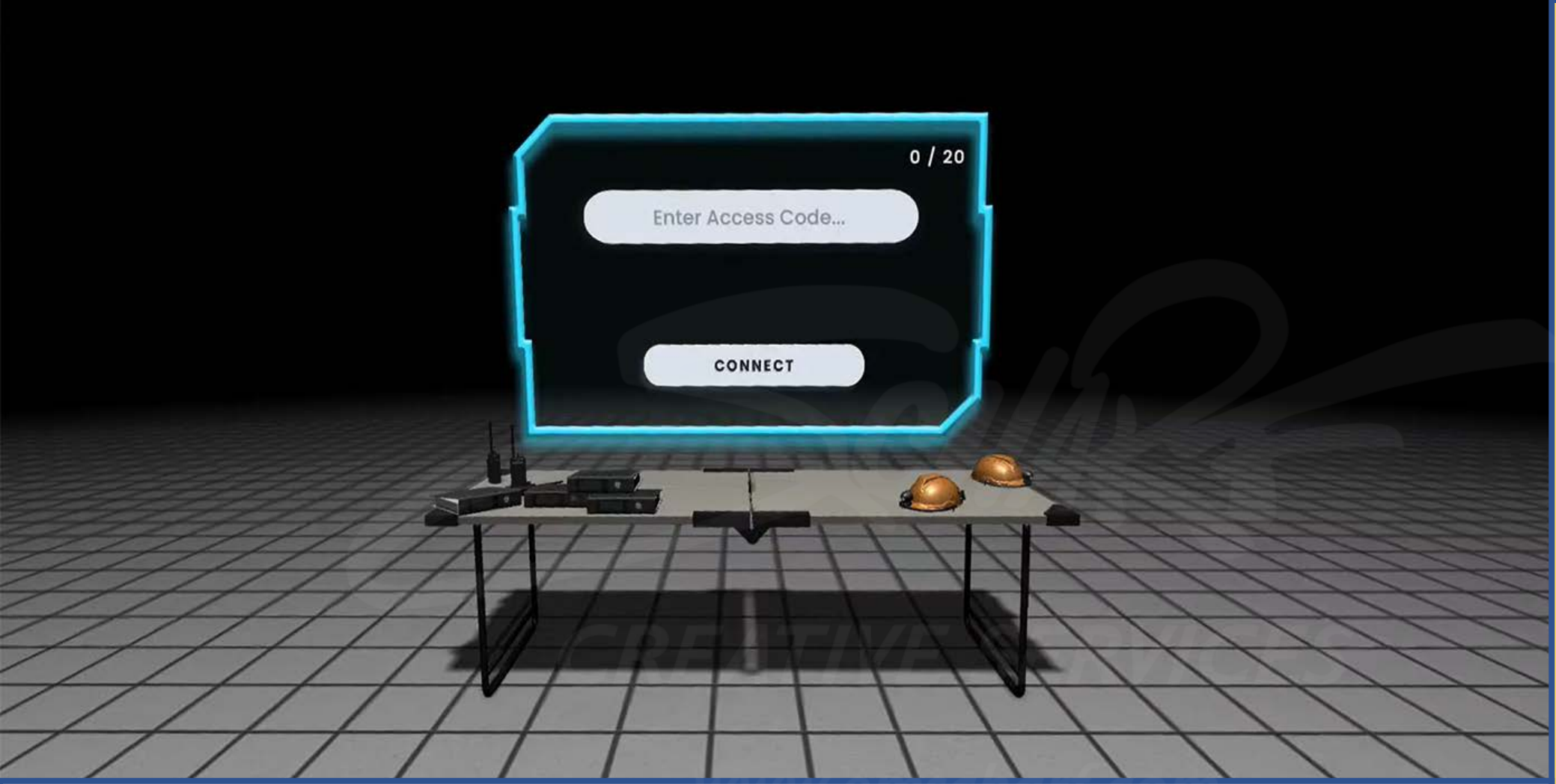
***DESCRIPTION**: Once the user powers on their Pico Neo 3 Pro VR headset, puts their headset on, and (soon thereafter) sets/confirms their virtual boundary, they will be greeted with the above application screen (or "virtual lobby"). The user taps the "LEAK INVESTIGATION Single Player" icon with either hand controller to launch that application.*

***DEVELOPERS**:*

No instructions on the ManageXR interface.

Login Screen

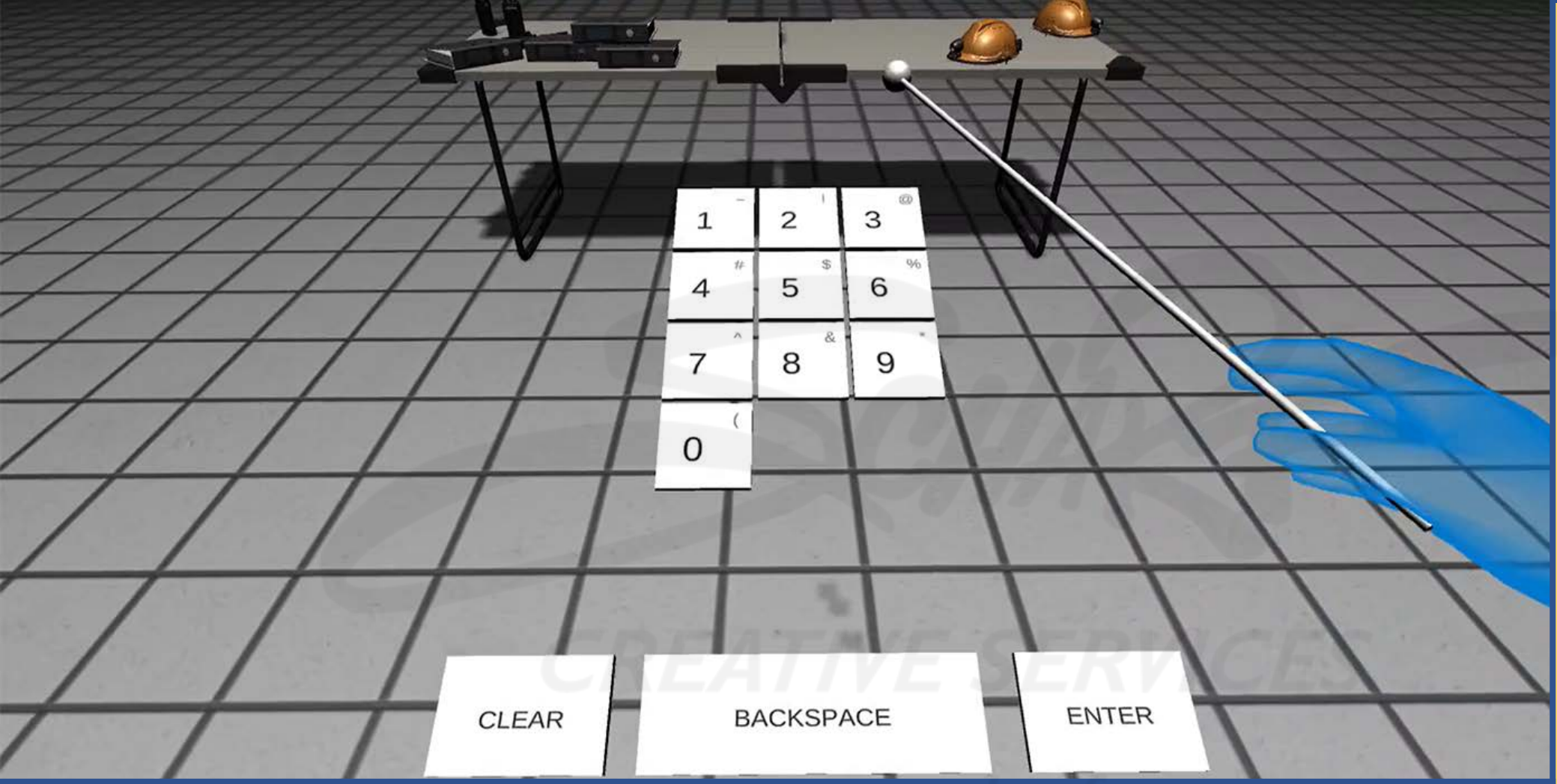
Functionality



***DESCRIPTION**: Upon tapping the "LEAK INVESTIGATION Single Player" icon within the virtual lobby, the application displays the above ACCESS CODE screen. The user aims either hand controller at the ENTER ACCESS CODE field and the controller trigger button to activate that field.*

***DEVELOPERS**:*

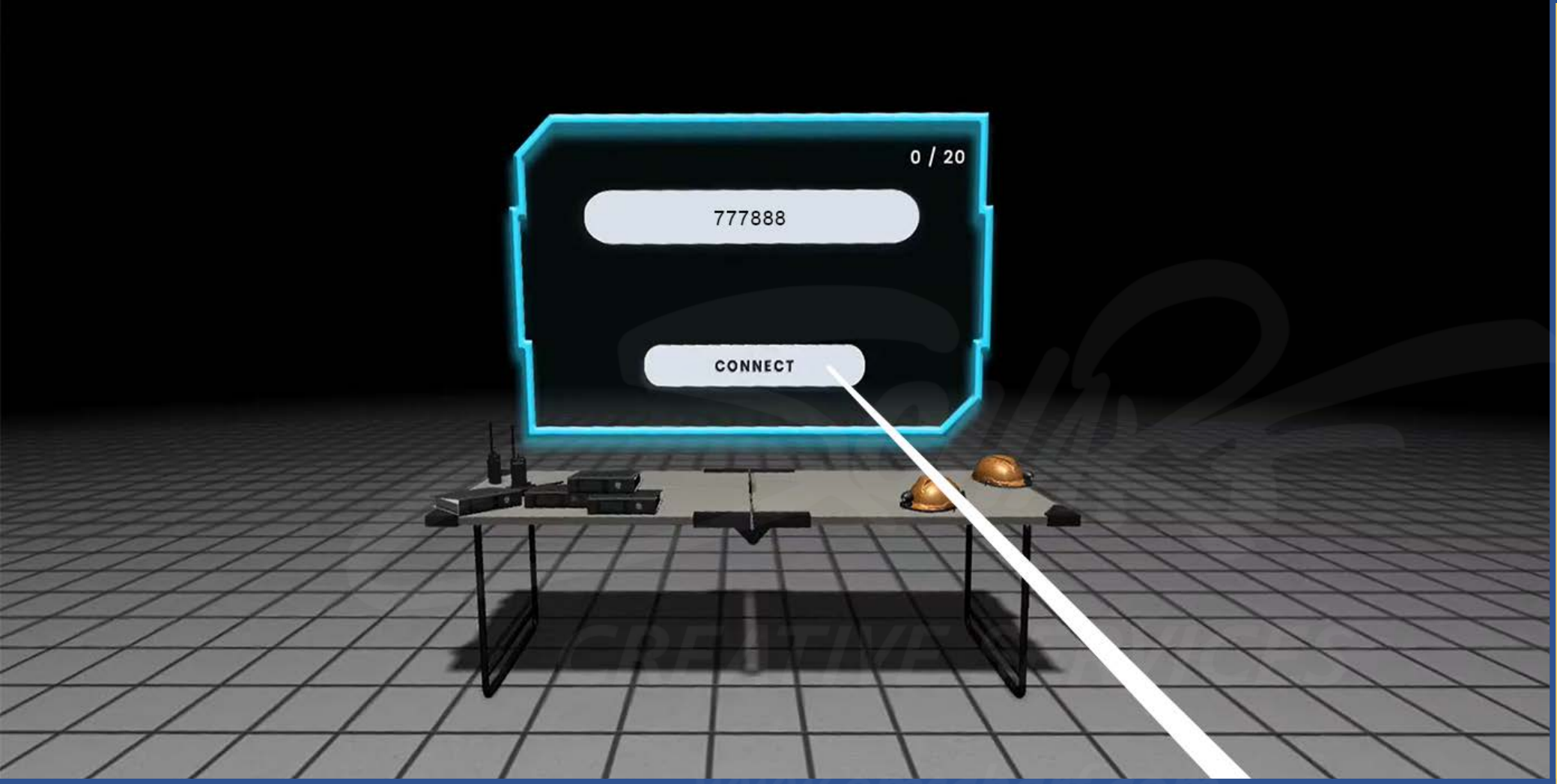
ACCESS CODE screen UI is unchanged.



***DESCRIPTION**: Upon activating the ACCESS CODE field, the application responds to the user by displaying (1) a keypad of numbered buttons, (2) a CLEAR button, (3) a BACKSPACE button, and (4) an ENTER button. The user taps their (correct) ACCESS CODE into the ACCESS CODE field (using the virtual xylophone) as shown above and taps the ENTER button.*

***DEVELOPERS**:*

ACCESS CODE screen UI is unchanged.



***DESCRIPTION**: The user taps the CONNECT button.*

***DEVELOPERS**:*

ACCESS CODE screen UI is unchanged.

***DESCRIPTION**: Upon the user tapping the CONNECT button (and assuming the ACCESS CODE has been entered correctly), the user is greeted with a confirmation screen (asking them to confirm their name – typically only their FIRST name – is being displayed correctly. The user taps YES.*

***DEVELOPERS**:*

ADD Username confirmation feature to the ACCESS CODE screen UI.

***DESCRIPTION**: The user is transported from the ACCESS CODE SCREEN to a residential neighborhood environment where the "Leak Investigation Application of Knowledge" experience takes place. The neighborhood involves one "NO OUTLET" street with FIVE homes, only THREE of which will be available to the user for leak investigation exercises. Access to those three homes will be assignable within the ENDEAVR XR Management System (herein referred to as XRM).*

***DEVELOPERS**:*

No instructions.

Tools Menu

Functionality

***DESCRIPTION**: The user briefly surveys the larger neighborhood environment before reaching to activate the TOOLS MENU on their smartwatch on their left controller/hand. The user will utilize the "Y" button on their left controller/hand to activate the TOOLS MENU on the smartwatch.*

***DEVELOPERS**:*

The smartwatch face displays an IDLE state image by default.

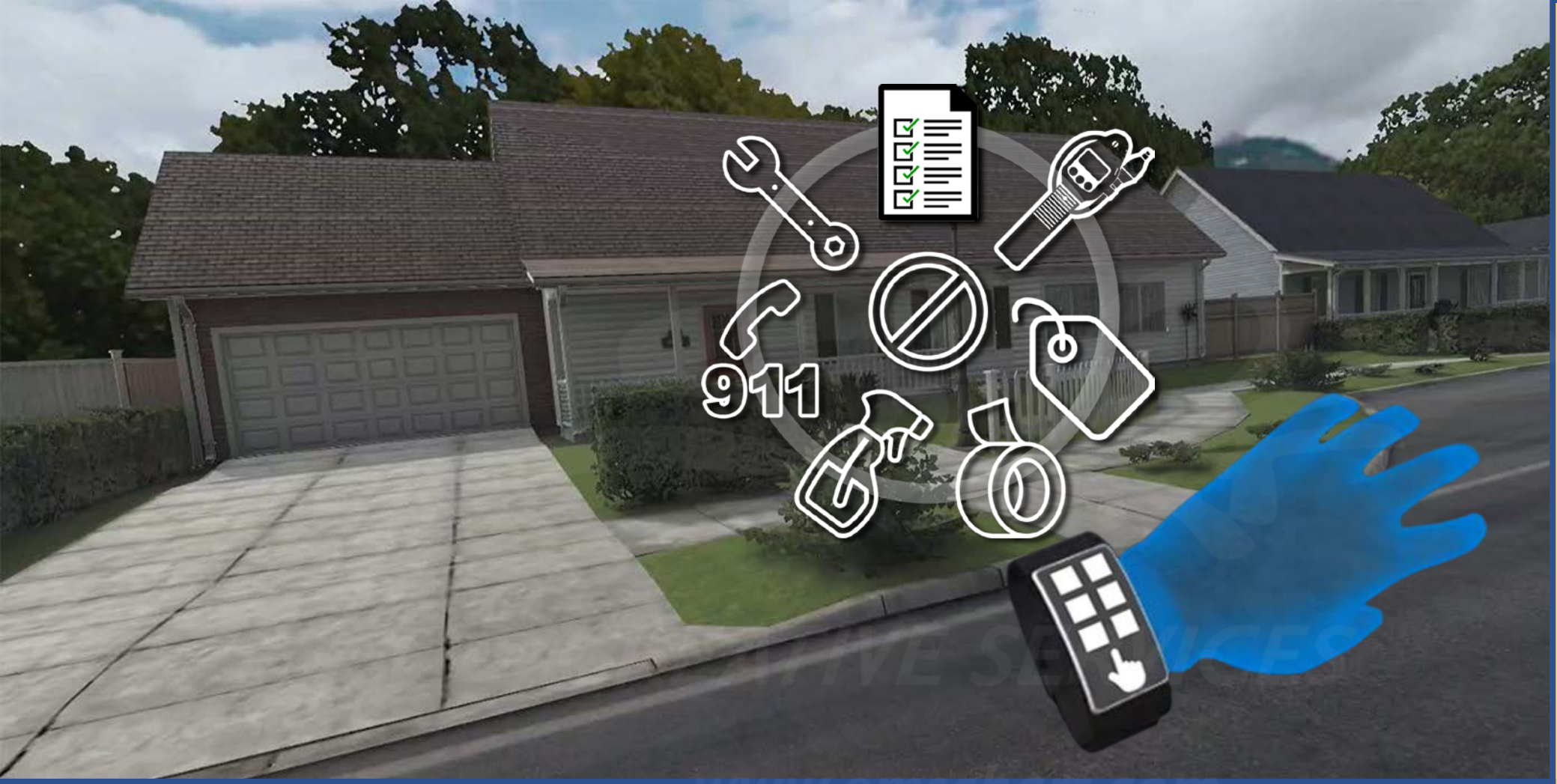
***DESCRIPTION**: The user activates the TOOLS MENU and 8 options appear. (1) WORK ORDER, (2) SNIFFER, (3) RED TAG, (4) RED TAPE, (5) SPRAY BOTTLE, (6) CALL 911, (7) WRENCH, and (8) NO SELECTION. The "Y" button toggles options. The "X" button confirms the user's choice (ALL on their left controller/hand). The real-world item then appears within the user's right controller/hand, and the TOOLS MENU disappears. Absent a preference, the user chooses the NO SELECTION option.*

***DEVELOPERS**:*

Once the user has tapped the IDLE graphic on the smartwatch face, the IDLE state image activates and is replaced by an ACTIVE state image.

The TOOLS MENU interface then simultaneously appears.

Upon selecting their preference, the menu disappears, the smartwatch face returns to the IDLE state, and the selection appears in their right hand.



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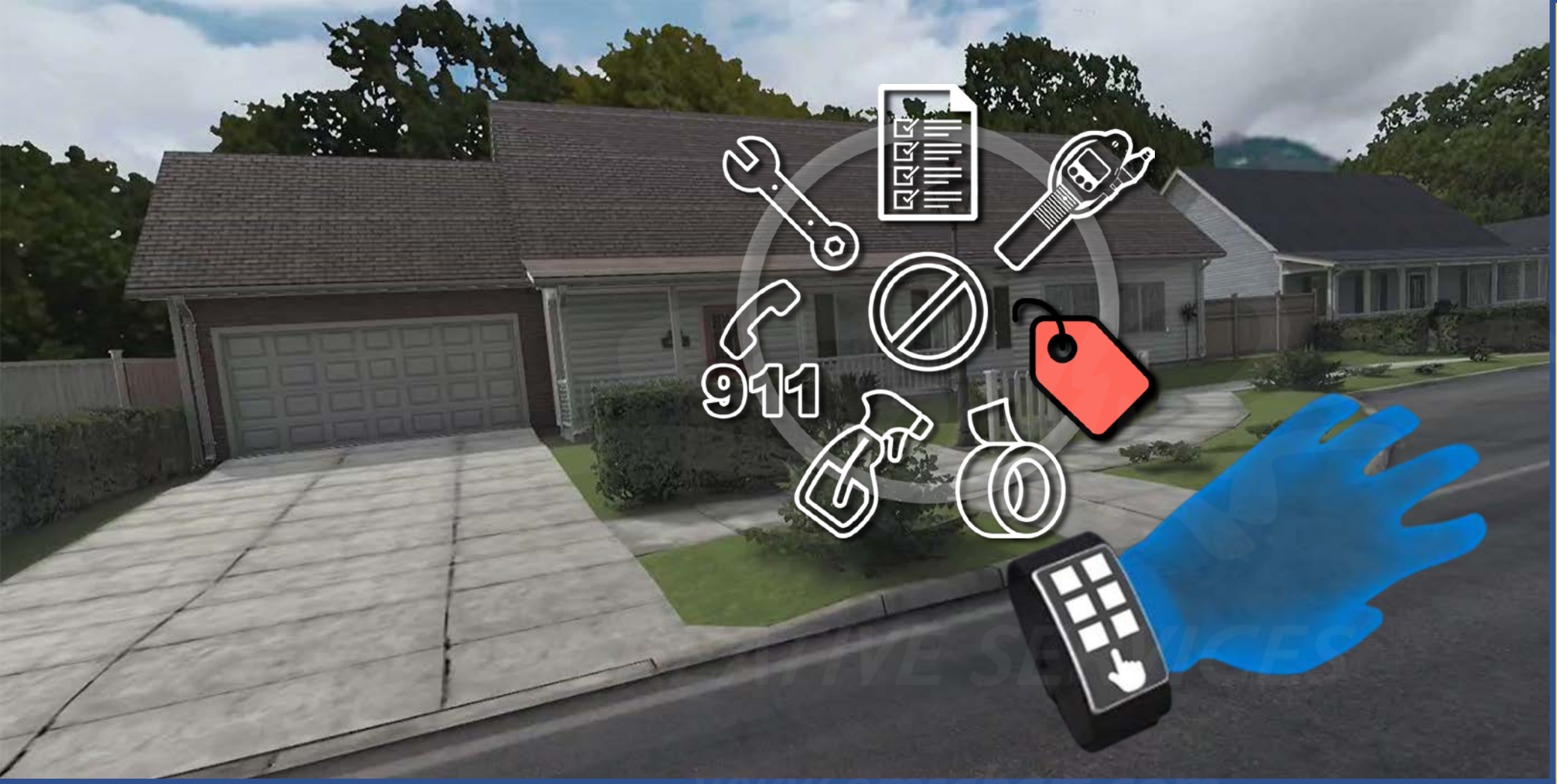

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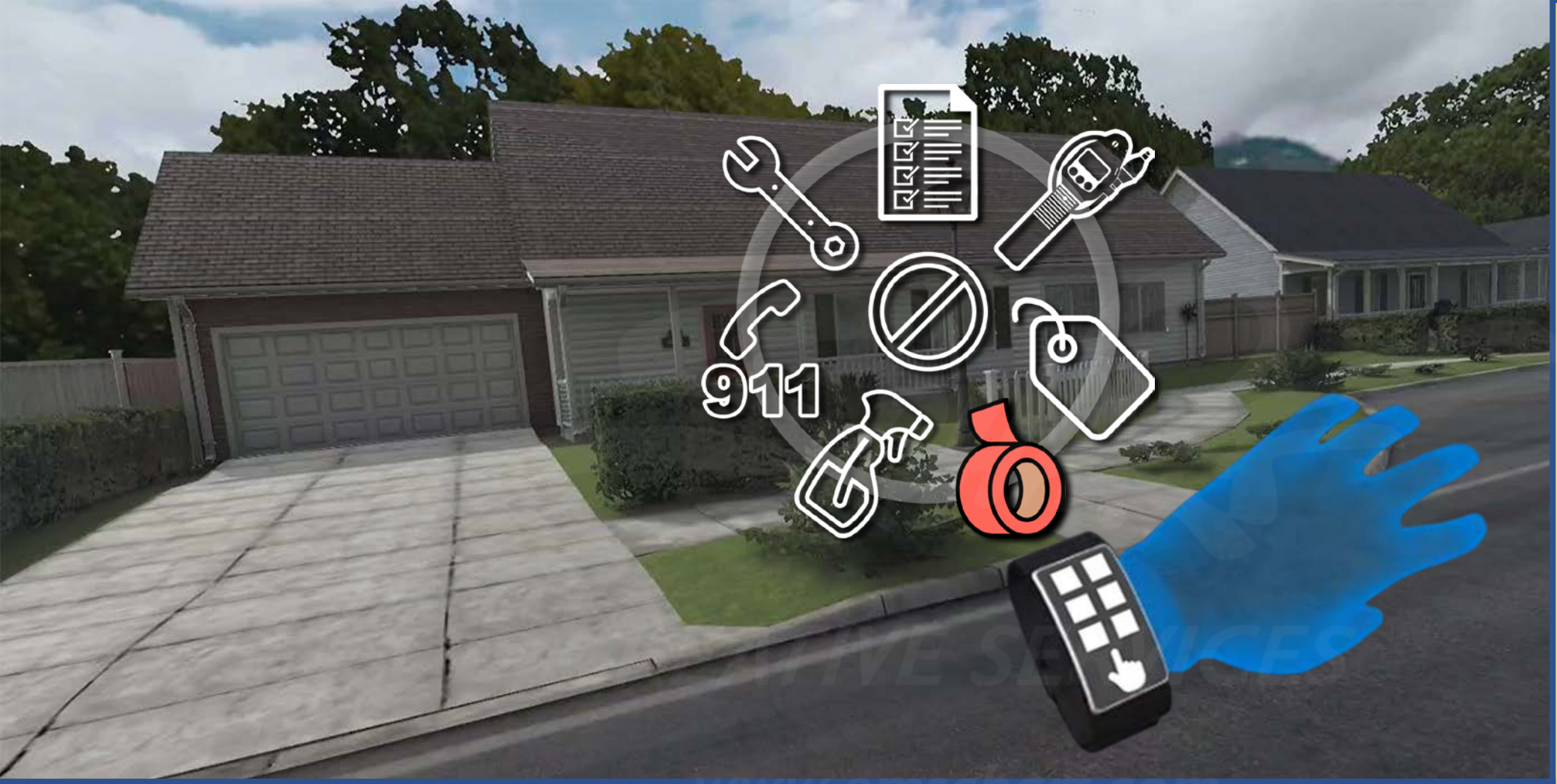

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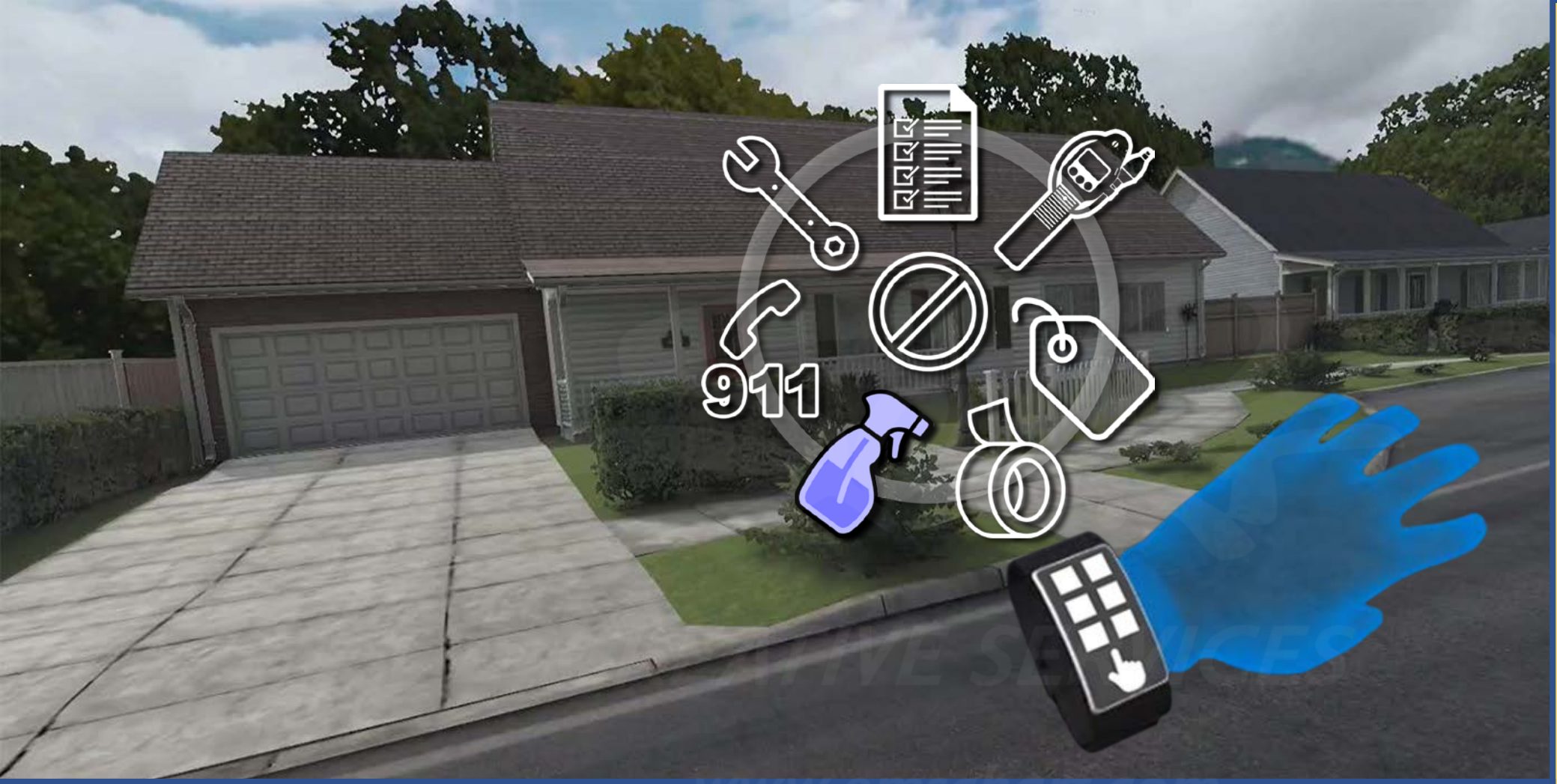

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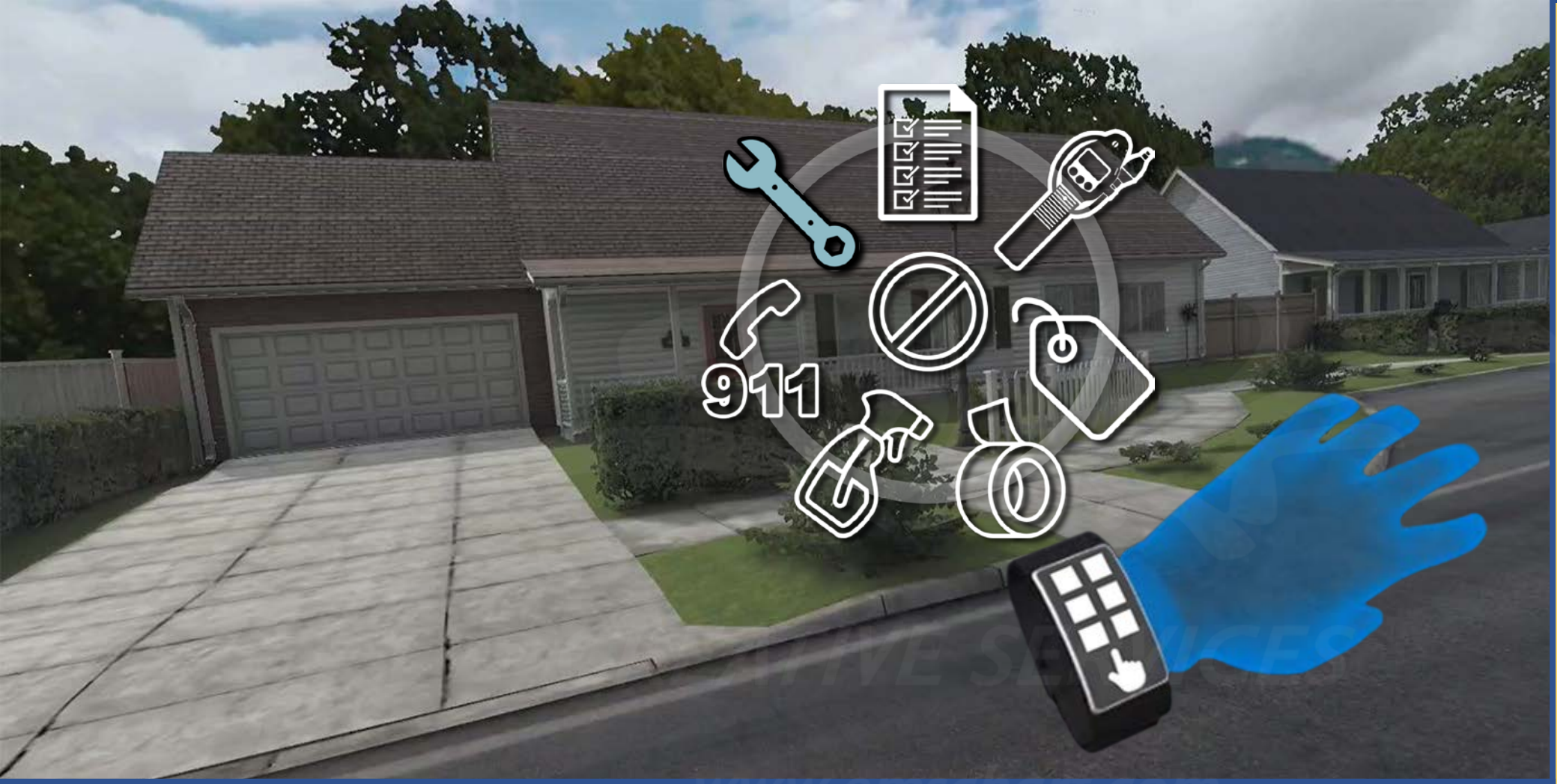

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Ready To Begin

With The Work Order

***DESCRIPTION**: Before the user can begin navigating the neighborhood, they must first review their WORK ORDER for details.*

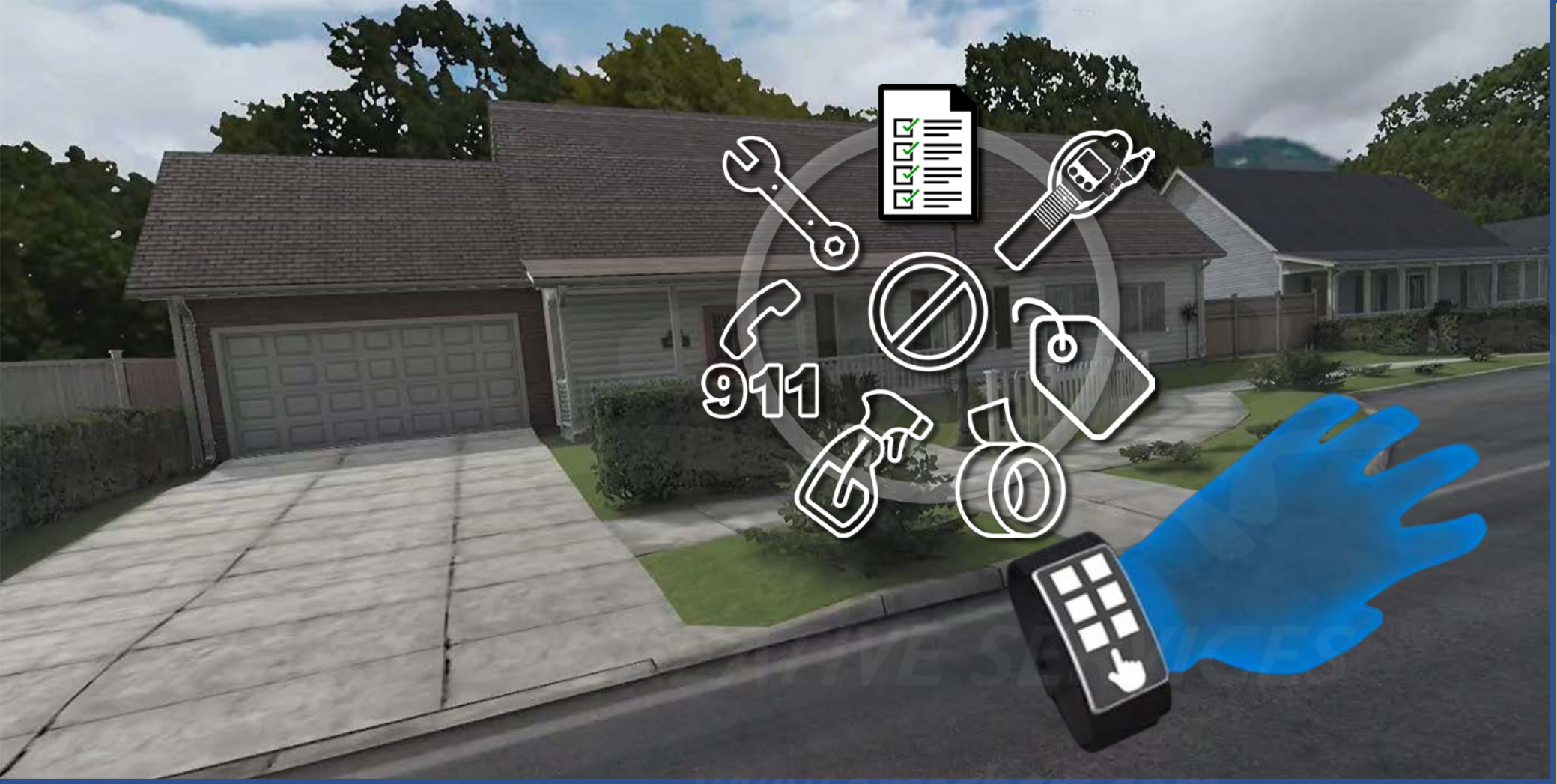
***DEVELOPERS**:*

No instructions.

***DESCRIPTION**: The user activates the TOOLS MENU.*

***DEVELOPERS**:*

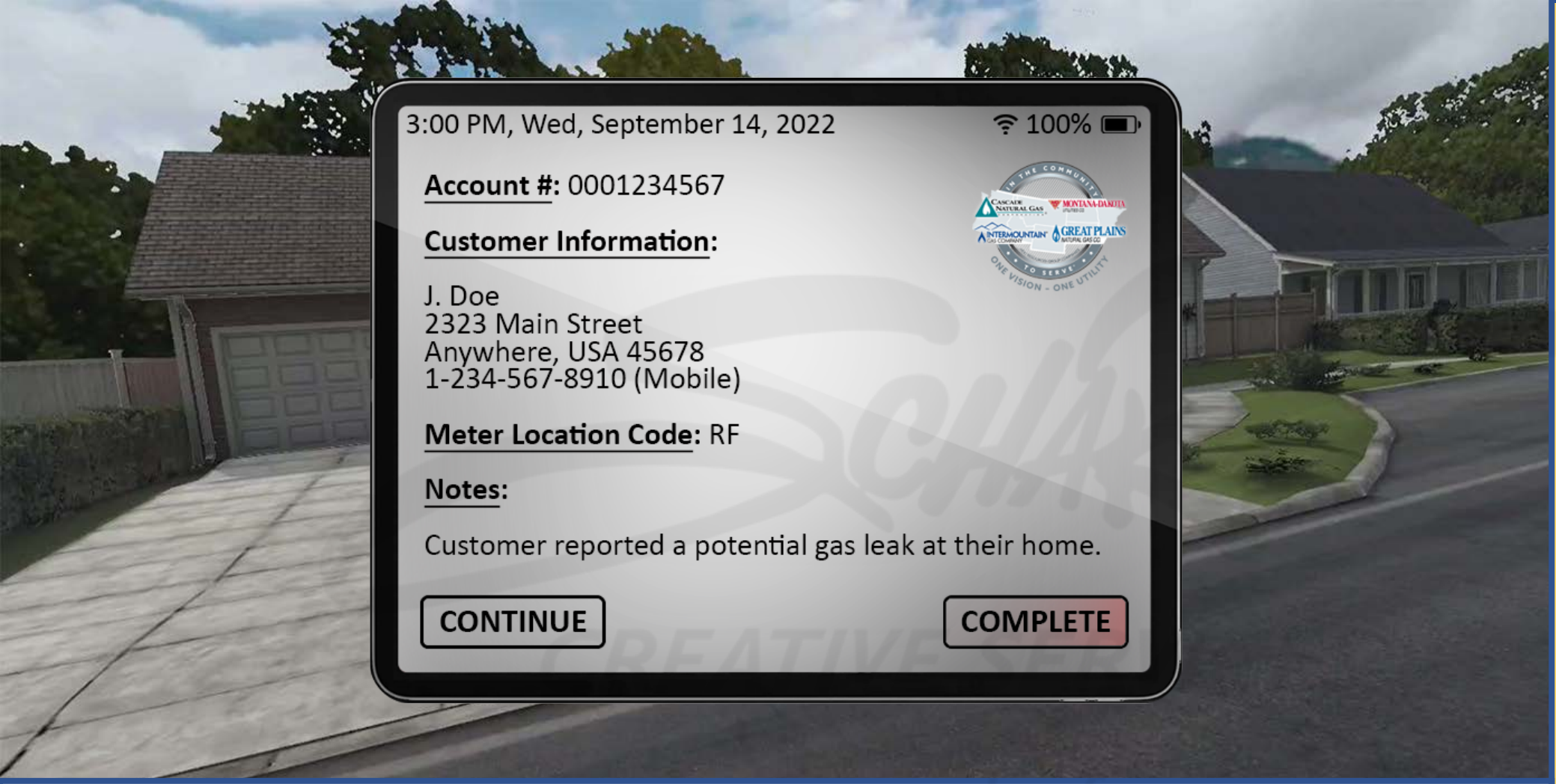
No instructions.



***DESCRIPTION**: The user selects the WORK ORDER option.*

***DEVELOPERS**:*

No instructions.



***DESCRIPTION**: A WORK ORDER tablet appears in front of the user (but NOT in the user's right controller/hand) for review.*

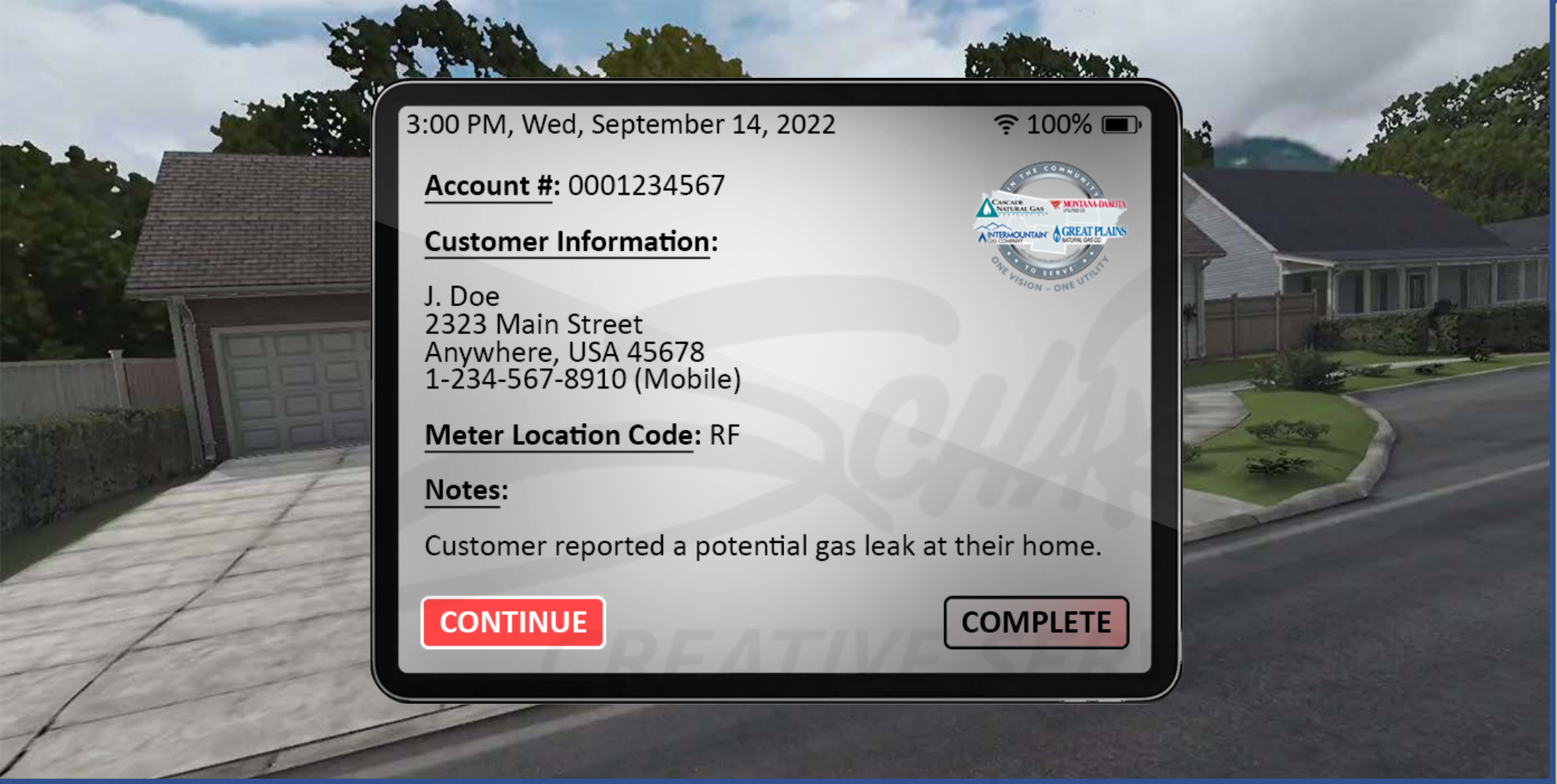
***PLEASE NOTE**: The WORK ORDER displayed above is an **APPROXIMATION** of the client's formal work order document (which undergoes too much routine change to be utilized here).*

***DEVELOPERS**:*

The following details of the WORK ORDER can be modified within the XRM:

1) Time
2) Date
3) Account #
4) Customer Information
5) Meter Location Code
6) Notes

Modified "detail sets" to be provided (with Different Account #, Customer Information, and Notes).



***DESCRIPTION**: Once the user has reviewed the relevant details of the assigned WORK ORDER, the user selects the CONTINUE button (which will highlight upon being engaged).*

***DEVELOPERS**:*

The user can select the CONTINUE button with the laser pointer from either their left or right controller.

***DESCRIPTION*: Upon selecting the CONFIRM button, the WORK ORDER tablet disappears.**

***DEVELOPERS*:**

Upon the user selecting the CONFIRM button, the WORK ORDER tablet disappears.

As the user moves forward with the remainder of a given scenario, when the user triggers the TOOLS MENU to appear and – once again – selects the WORK ORDER option, the WORK ORDER tablet will appear with a COMPLETE button for when the user is done with the scenario.

House # 2323

Neighborhood Exploration

***DESCRIPTION**: The surrounding neighborhood displays five total homes. THREE of those homes – as previously stated – can be used as scenario deviations. Each of those three homes can approached by the user in the same manner. The home displayed above has the street address of 2323.*

***DEVELOPERS**:*

This is one of FIVE home exteriors.

One of THREE home interiors can be assigned to this house via the XRM.

Each home exterior (the house itself, front yard, side yard, fencing, landscaping, light posts, trashcans, gas meters) requires carefully-positioned solid block collision volumes to ensure proper user navigation.

***DESCRIPTION**: The surrounding neighborhood displays five total homes. THREE of those homes – as previously stated – can be used as scenario deviations. Each of those three homes can approached by the user in the same manner. The home displayed above has the street address of 2323.*

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One of THREE home interiors can be assigned to this house via the XRM.

Each home exterior (the house itself, front yard, side yard, fencing, landscaping, light posts, trashcans, gas meters) requires carefully-positioned solid block collision volumes to ensure proper user navigation.

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***DEVELOPERS**:*

This is one of FIVE home exteriors.

One of THREE home interiors can be assigned to this house via the XRM.

Each home exterior (the house itself, front yard, side yard, fencing, landscaping, light posts, trashcans, gas meters) requires carefully-positioned solid block collision volumes to ensure proper user navigation.

House # 2324

Neighborhood Exploration

***DESCRIPTION**: The surrounding neighborhood displays five total homes. THREE of those homes – as previously stated – can be used as scenario deviations. Each of those three homes can approached by the user in the same manner. The home displayed above has the street address of 2324.*

***DEVELOPERS**:*

This is one of FIVE home exteriors.

One of THREE home interiors can be assigned to this house via the XRM.

Each home exterior (the house itself, front yard, side yard, fencing, landscaping, light posts, trashcans, gas meters) requires carefully-positioned solid block collision volumes to ensure proper user navigation.

***DESCRIPTION**: The surrounding neighborhood displays five total homes. THREE of those homes – as previously stated – can be used as scenario deviations. Each of those three homes can approached by the user in the same manner. The home displayed above has the street address of 2324.*

***DEVELOPERS**:*

This is one of FIVE home exteriors.

One of THREE home interiors can be assigned to this house via the XRM.

Each home exterior (the house itself, front yard, side yard, fencing, landscaping, light posts, trashcans, gas meters) requires carefully-positioned solid block collision volumes to ensure proper user navigation.

***DESCRIPTION**: The surrounding neighborhood displays five total homes. THREE of those homes – as previously stated – can be used as scenario deviations. Each of those three homes can approached by the user in the same manner. The home displayed above has the street address of 2324.*

***DEVELOPERS**:*

This is one of FIVE home exteriors.

One of THREE home interiors can be assigned to this house via the XRM.

Each home exterior (the house itself, front yard, side yard, fencing, landscaping, light posts, trashcans, gas meters) requires carefully-positioned solid block collision volumes to ensure proper user navigation.

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***DEVELOPERS**:*

This is one of FIVE home exteriors.

One of THREE home interiors can be assigned to this house via the XRM.

Each home exterior (the house itself, front yard, side yard, fencing, landscaping, light posts, trashcans, gas meters) requires carefully-positioned solid block collision volumes to ensure proper user navigation.

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***DEVELOPERS**:*

This is one of FIVE home exteriors.

One of THREE home interiors can be assigned to this house via the XRM.

Each home exterior (the house itself, front yard, side yard, fencing, landscaping, light posts, trashcans, gas meters) requires carefully-positioned solid block collision volumes to ensure proper user navigation.

House # 2325

Neighborhood Exploration

***DESCRIPTION**: The surrounding neighborhood displays five total homes. THREE of those homes – as previously stated – can be used as scenario deviations. Each of those three homes can approached by the user in the same manner. The home displayed above has the street address of 2325 (located on a small cul de sac at the end of the street).*

***DEVELOPERS**:*

This is one of FIVE home exteriors.

One of THREE home interiors can be assigned to this house via the XRM.

Each home exterior (the house itself, front yard, side yard, fencing, landscaping, light posts, trashcans, gas meters) requires carefully-positioned solid block collision volumes to ensure proper user navigation.

***DESCRIPTION**: Looking away from the home at 2325, the user can see back down the street. While the opening suggests the ability of the user to leave the street, collision volumes (invisible barriers) will prevent the user from leaving.*

***DEVELOPERS**:*

Collision volumes must be established at the entrance to the street to ensure user navigation remains within (rather than beyond) the street.

House # 2236

Neighborhood Exploration

***DESCRIPTION**: The surrounding neighborhood displays five total homes. THREE of those homes – as previously stated – can be used as scenario deviations. Each of those three homes can approached by the user in the same manner. The home displayed above has the street address of 2326.*

***DEVELOPERS**:*

This is one of FIVE home exteriors.

One of THREE home interiors can be assigned to this house via the XRM.

Each home exterior (the house itself, front yard, side yard, fencing, landscaping, light posts, trashcans, gas meters) requires carefully-positioned solid block collision volumes to ensure proper user navigation.

***DESCRIPTION**: The surrounding neighborhood displays five total homes. THREE of those homes – as previously stated – can be used as scenario deviations. Each of those three homes can approached by the user in the same manner. The home displayed above has the street address of 2326.*

***DEVELOPERS**:*

This is one of FIVE home exteriors.

One of THREE home interiors can be assigned to this house via the XRM.

Each home exterior (the house itself, front yard, side yard, fencing, landscaping, light posts, trashcans, gas meters) requires carefully-positioned solid block collision volumes to ensure proper user navigation.

***DESCRIPTION**: The surrounding neighborhood displays five total homes. THREE of those homes – as previously stated – can be used as scenario deviations. Each of those three homes can approached by the user in the same manner. The home displayed above has the street address of 2326.*

***DEVELOPERS**:*

This is one of FIVE home exteriors.

One of THREE home interiors can be assigned to this house via the XRM.

Each home exterior (the house itself, front yard, side yard, fencing, landscaping, light posts, trashcans, gas meters) requires carefully-positioned solid block collision volumes to ensure proper user navigation.

***DESCRIPTION**: The surrounding neighborhood displays five total homes. THREE of those homes – as previously stated – can be used as scenario deviations. Each of those three homes can approached by the user in the same manner. The home displayed above has the street address of 2326.*

***DEVELOPERS**:*

This is one of FIVE home exteriors.

One of THREE home interiors can be assigned to this house via the XRM.

Each home exterior (the house itself, front yard, side yard, fencing, landscaping, light posts, trashcans, gas meters) requires carefully-positioned solid block collision volumes to ensure proper user navigation.

House # 2327

Neighborhood Exploration

***DESCRIPTION**: The surrounding neighborhood displays five total homes. THREE of those homes – as previously stated – can be used as scenario deviations. Each of those three homes can approached by the user in the same manner. The home displayed above has the street address of 2327.*

***DEVELOPERS**:*

This is one of FIVE home exteriors.

One of THREE home interiors can be assigned to this house via the XRM.

Each home exterior (the house itself, front yard, side yard, fencing, landscaping, light posts, trashcans, gas meters) requires carefully-positioned solid block collision volumes to ensure proper user navigation.

***DESCRIPTION**: The surrounding neighborhood displays five total homes. THREE of those homes – as previously stated – can be used as scenario deviations. Each of those three homes can approached by the user in the same manner. The home displayed above has the street address of 2327.*

***DEVELOPERS**:*

This is one of FIVE home exteriors.

One of THREE home interiors can be assigned to this house via the XRM.

Each home exterior (the house itself, front yard, side yard, fencing, landscaping, light posts, trashcans, gas meters) requires carefully-positioned solid block collision volumes to ensure proper user navigation.

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***DEVELOPERS**:*

This is one of FIVE home exteriors.

One of THREE home interiors can be assigned to this house via the XRM.

Each home exterior (the house itself, front yard, side yard, fencing, landscaping, light posts, trashcans, gas meters) requires carefully-positioned solid block collision volumes to ensure proper user navigation.

***DESCRIPTION**: Upon leaving the front yard of the home at street address 2327, the user sees the only entrance to the neighborhood. The above entrance – again – will be appropriately blocked using collision volumes (invisible barriers) to prevent users from wandering off task. The user can then turn their attention to the home on the right (at street address of 2323) to begin familiarizing themselves with their smartwatch and TOOLS MENU options.*

***DEVELOPERS**:*

Collision volumes must be established at the entrance to the street to ensure user navigation remains within (rather than beyond) the street.

Scene One

Customer Contact

***DESCRIPTION**: The user visually investigates the front of the house (by walking around the fenced-in front yard).*

***DEVELOPERS**:*

This is one of FIVE home exteriors.

One of THREE home interiors can be assigned to this house via the XRM.

Each home exterior (the house itself, front yard, side yard, fencing, landscaping, light posts, trashcans, gas meters) requires carefully-positioned solid block collision volumes to ensure proper user navigation.

***DESCRIPTION**: The user visually investigates the front of the house (by walking around the fenced-in front yard).*

***DEVELOPERS**:*

This is one of FIVE home exteriors.

One of THREE home interiors can be assigned to this house via the XRM.

Each home exterior (the house itself, front yard, side yard, fencing, landscaping, light posts, trashcans, gas meters) requires carefully-positioned solid block collision volumes to ensure proper user navigation.

***DESCRIPTION**: The user visually investigates the front of the house (by walking around the fenced-in front yard).*

***DEVELOPERS**:*

This is one of FIVE home exteriors.

One of THREE home interiors can be assigned to this house via the XRM.

Each home exterior (the house itself, front yard, side yard, fencing, landscaping, light posts, trashcans, gas meters) requires carefully-positioned solid block collision volumes to ensure proper user navigation.

***DESCRIPTION**: The user approaches the front door of the home, preparing to engage the next step in their leak investigation effort.*

***DEVELOPERS**:*

This is one of FIVE home exteriors.

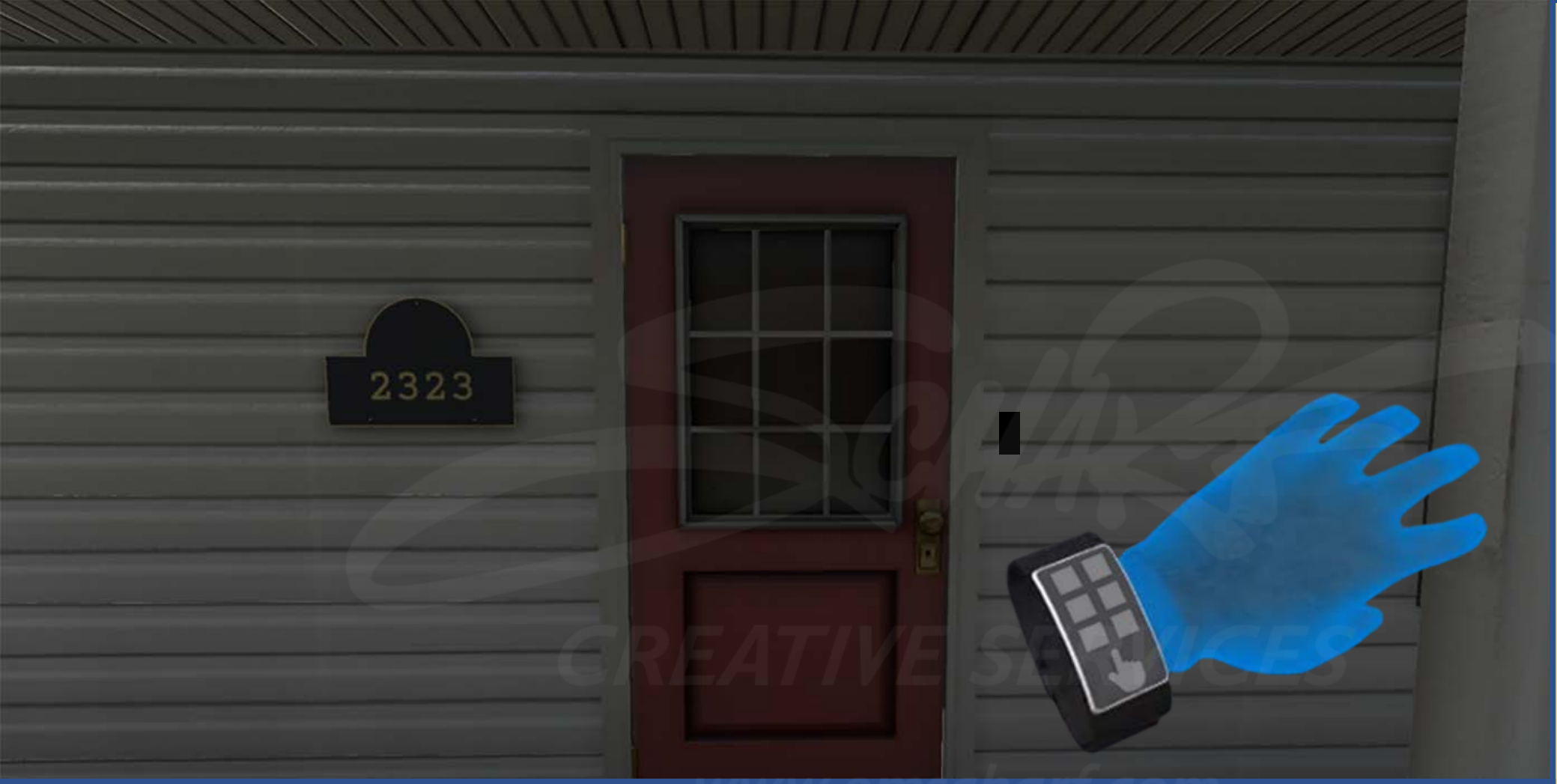
One of THREE home interiors can be assigned to this house via the XRM.

Each home exterior (the house itself, front yard, side yard, fencing, landscaping, light posts, trashcans, gas meters) requires carefully-positioned solid block collision volumes to ensure proper user navigation.

Scene One

Customer Contact

Reading at Door



***DESCRIPTION**: The user taps once on their smartwatch to activate the TOOLS MENU.*

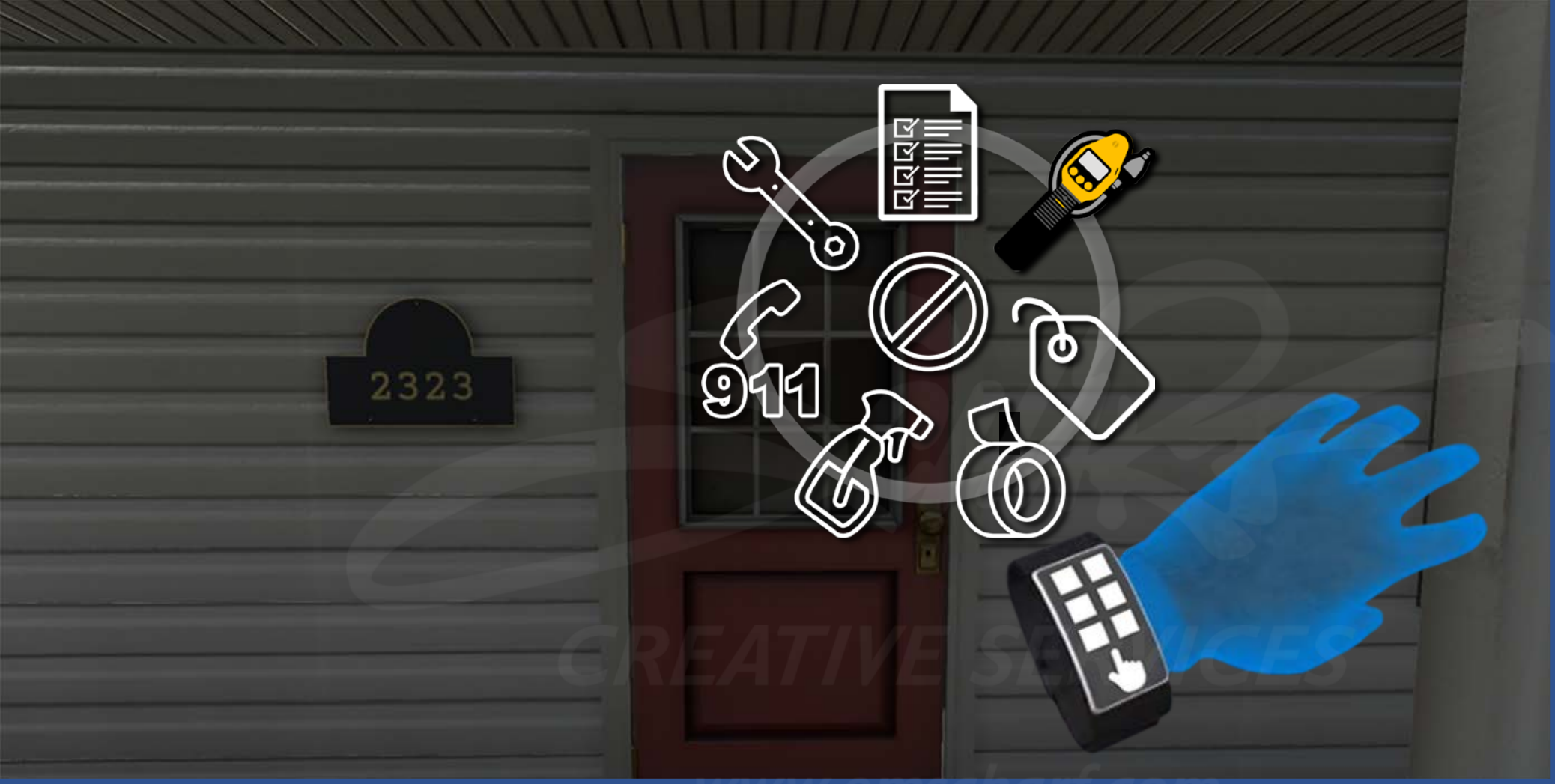
***DEVELOPERS**:*

No instructions.

***DESCRIPTION**: The user selects the SNIFFER.*

***DEVELOPERS**:*

No instructions.



***DESCRIPTION**: The user selects the SNIFFER.*

***DEVELOPERS**:*

No instructions.

***DESCRIPTION**: The SNIFFER appears in the user's right hand, and the TOOLS MENU disappears. The use gets closer to the door, carefully waves the SNIFFER around the door and watches the gauge readings to determine whether there is LESS THAN a 10% LEL (Lower Explosive Limit) or a GREATER THAN 10% LEL. If LESS THAN, the user will enter the home to investigate further. If GREATER THAN, the user will carefully-yet-quickly exit the area.*

***DEVELOPERS**:*

The SNIFFER appears while the TOOLS MENU disappears, and the smartwatch face returns to the IDLE state.

The range of readings (from default to max settings) on the SNIFFER screen are adjustable and should be administered through the XRM.

The SNIFFER emits a sound. The stronger the reading, the louder the sound.

***DESCRIPTION**: The SNIFFER – once selected – will be powered ON with an ACTIVE interface screen and emitting Geiger counter audio by DEFAULT. The above-right is ONLY an EXAMPLE of how the screen will display whenever the user raises the SNIFFER into/up to their view (with their right controller) – as in the real world – to view the active readings, as well as the READY, LOW, HAZARD (1, 2, 3) alerts. The ranges of those readings can be set within ENDEAVR.*

***DEVELOPERS**:*

The range of readings (default to max settings) on the interface screen of the SNIFFER are adjustable and should be administered through the XRM.

The READY alert should progress to LOW and then – if the reading is high enough – LOW should progress to HAZARD 1, 2, or 3.

The Geiger counter audio volume reacts to a user's distance from the leak.

Scene One

Customer Contact

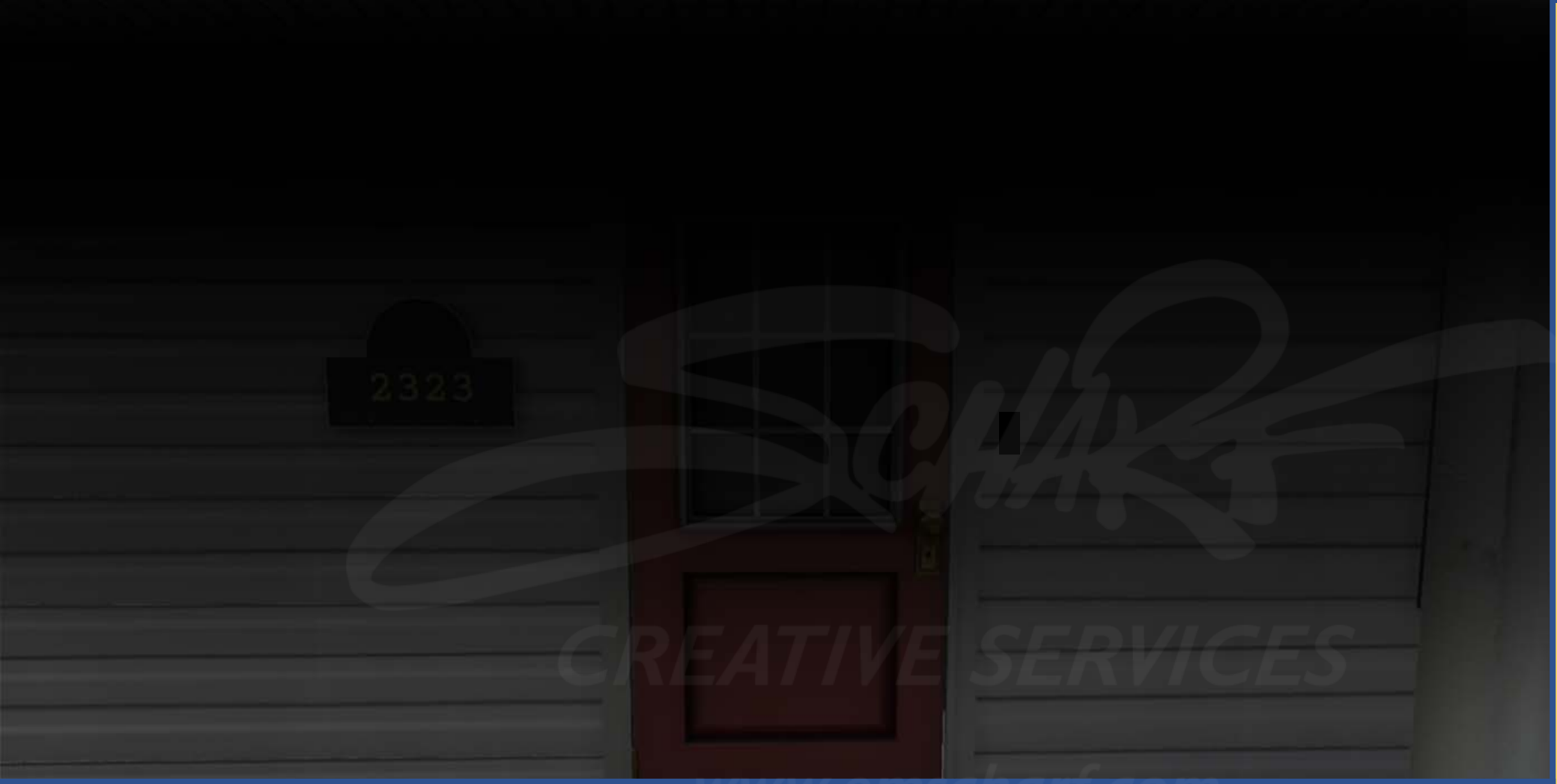
Introduction – Doorbell

***DESCRIPTION**: The user approaches the door with the goal of engaging the customer on their reported gas leak. The doorbell is active (wired and functioning). The user selects the doorbell with either one of their controllers.*

***DEVELOPERS**:*

When the user selects the doorbell, audio of a doorbell should play (e.g., ding-dong).

There should be a collision volume that is form-fitted to the doorbell device to ensure the user does not suffer an accidental engagement.



***DESCRIPTION**: The user has broken protocol and made a dangerous error. [Screen fades to black].*

***DEVELOPERS**:*

The scene fades to black.

You have triggered an ignition source. *Never* use doorbells when performing a leak investigation.

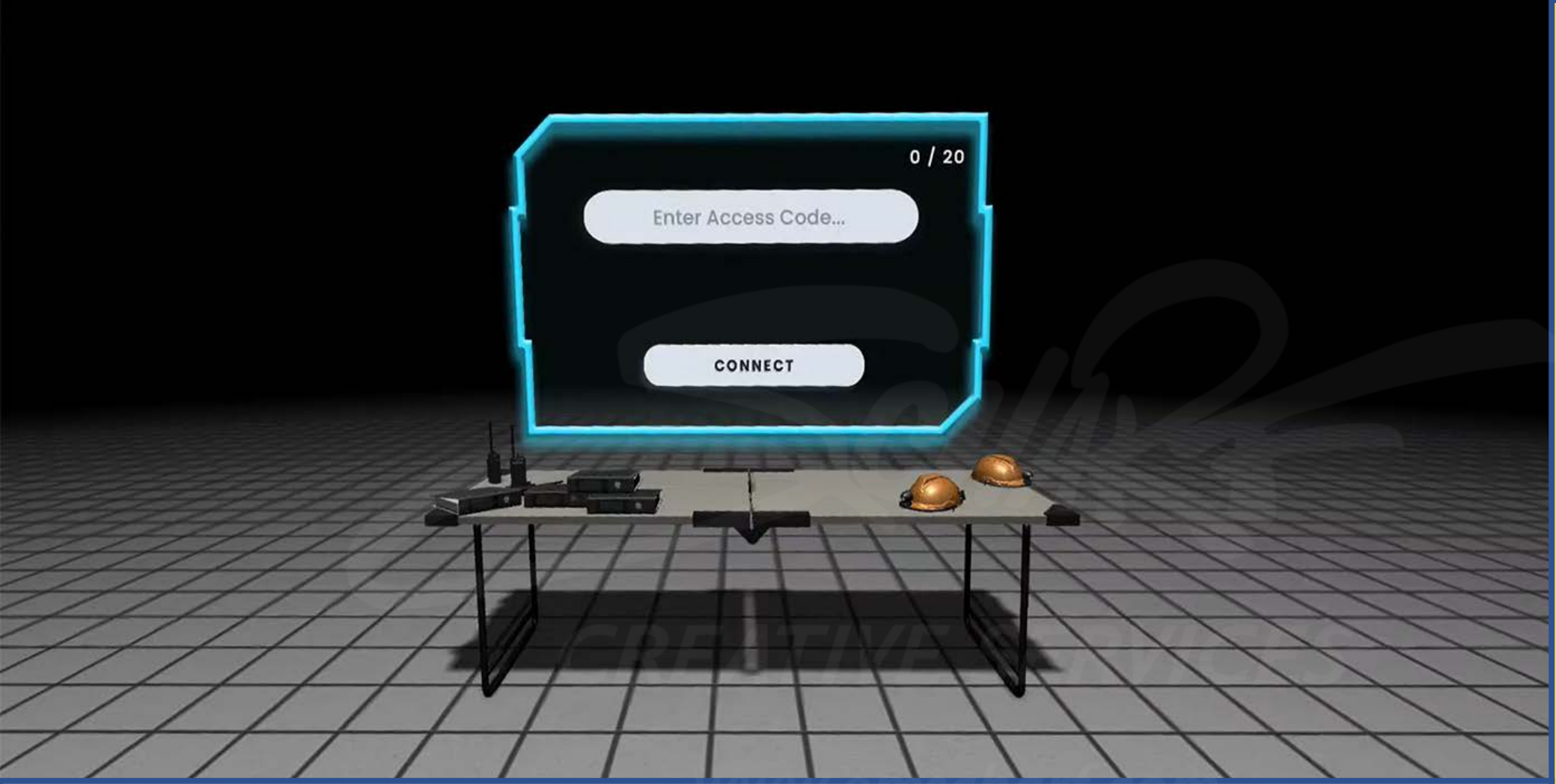
***DESCRIPTION**: The user is trained to NEVER use the doorbell at a residence where a potential gas leak has been reported. THIS scenario will ONLY occur in association with a home that has a gas leak.*

***DEVELOPERS**:*

The scene has faded to black with a simple message in white text.

Hold this screen for 2-3 seconds before fading to complete black and fading back up to the ACCESS CODE screen.

This user action will be tracked data.



***DESCRIPTION**: Upon failing to avoid engaging the doorbell – and after displaying the doorbell warning screen – the user is transported back to the ACCESS CODE screen to go through the process of re-entering the simulation.*

***DEVELOPERS**:*

The user must – once again – enter their ACCESS CODE, select ENTER, select CONNECT, and confirm their username before being granted re-entry into the simulation.

Scene One

Customer Contact

Introduction – Knock

***DESCRIPTION**: The user approaches the door with the goal of engaging the customer on their reported gas leak. The user knocks on the door with either one of their controllers. This user action will be tracked data and will include a time stamp regarding the speed at which the user engaged.*

***DEVELOPERS**:*

When the user knocks on the door, audio of a door knocking should play (e.g., knock, knock, knock).

For EACH INDIVIDUAL TIME the user taps their controller on the door, there should be ONE knock sound. THREE taps = THREE knock sounds.

This user action will be tracked data (including a time stamp for speed of engagement).

***DESCRIPTION**: Upon knocking on the door, the user is greeted by a customer avatar. The avatar makes a general statement (via voice bubble) and welcomes the user inside the home.*

***PLEASE NOTE**: There will always and ONLY be TWO customer scenarios (CUSTOMER HOME and CALL 911).*

***DEVELOPERS**:*

One customer avatar can be chosen for this scene from a set of four unique customer avatars (administered from within the XRM).

The customer avatar in this scene is STATIC and greets the user via a statement embedded within a single voice bubble statement (of which multiple can be chosen from within the XRM).

Scene fades to inside the entrance of the customer's home.

***DESCRIPTION**: Fade up into the interior of 1 of 3 unique home interiors (each of which can be administered within XRM).*

***DEVELOPERS**:*

The scene has faded to black. The white text on this slide is ONLY for the client (to convey what is occurring).

Then (per the next slide) the black scene fades up to the interior of the home, just INSIDE the closed doorway entrance.

***DESCRIPTION**: Once inside, user can begin the leak inspection process. The user taps once on their smartwatch to activate the tools menu.*

***DEVELOPERS**:*

The user activates the smartwatch.

***DESCRIPTION**: The user selects the SNIFFER.*

***DEVELOPERS**:*

The TOOLS MENU appears. The user selects the SNIFFER.

***DESCRIPTION**: The user selects the SNIFFER.*

***DEVELOPERS**:*

The TOOLS MENU appears. The user selects the SNIFFER.

***DESCRIPTION**: The SNIFFER appears in the user's right hand, and the tools menu disappears.*

***DEVELOPERS**:*

Once the SNIFFER is selected, the TOOLS MENU disappears, the smartwatch face returns to the IDLE state, and the SNIFFER appears in the user's right controller/hand.

The SNIFFER screen interface is active, and the readings are changing in real-time.

The SNIFFER emits a sound. The stronger the reading, the louder the sound.

Scene One

Customer Contact

Introduction – Knock

No Response

***DESCRIPTION**: The user has detected LESS THAN a 10% LEL. The user approaches the door and knocks. Nobody answers.*

***DEVELOPERS**:*

No instructions.

***DESCRIPTION**: If the user gets a reading but no one is home, the user goes to the outdoor gas meter to shut off that gas meter (per SECTION 11.1.4 of the client-provided reference guide).*

***DEVELOPERS**:*

Each gas meter at each house must be no more than 6-12 inches above ground.

Each gas meter must also be located on the RIGHT side of each house.

Adjust the height and position of the existing gas meters.

***DESCRIPTION**: The user activates the TOOLS MENU.*

***DEVELOPERS**:*

No instructions.

***DESCRIPTION**: The user selects the WRENCH option.*

***DEVELOPERS**:*

No instructions.

***DESCRIPTION**: The WRENCH option appears (allowing the user to shut off the gas meter).*

***DEVELOPERS**:*

No instructions.

***DESCRIPTION**: The user locates the SHUT-OFF VALVE on the vertical RISER PIPE. Once the user gets in close enough proximity to the SHUT-OFF VALVE, the WRENCH will temporarily go transparent in the user's right controller/hand (purely for visual effect). Another WRENCH will appear – on the SHUT-OFF VALVE – and animate to turn that SHUT-OFF VALVE 90° to the right (to properly shut off the gas). That WRENCH will disappear, and the user's WRENCH will return to normal.*

***DEVELOPERS**:*

No instructions.

***DESCRIPTION**: The user locates the SHUT-OFF VALVE on the vertical RISER PIPE. Once the user gets in close enough proximity to the SHUT-OFF VALVE, the WRENCH will temporarily go transparent in the user's right controller/hand (purely for visual effect). Another WRENCH will appear – on the SHUT-OFF VALVE – and animate to turn that SHUT-OFF VALVE 90° to the right (to properly shut off the gas). That WRENCH will disappear, and the user's WRENCH will return to normal.*

***DEVELOPERS**:*

No instructions.

***DESCRIPTION**: The user locates the SHUT-OFF VALVE on the vertical RISER PIPE. Once the user gets in close enough proximity to the SHUT-OFF VALVE, the WRENCH will temporarily go transparent in the user's right controller/hand (purely for visual effect). Another WRENCH will appear – on the SHUT-OFF VALVE – and animate to turn that SHUT-OFF VALVE 90° to the right (to properly shut off the gas). That WRENCH will disappear, and the user's WRENCH will return to normal.*

***DEVELOPERS**:*

No instructions.

***DESCRIPTION**: The user locates the SHUT-OFF VALVE on the vertical RISER PIPE. Once the user gets in close enough proximity to the SHUT-OFF VALVE, the WRENCH will temporarily go transparent in the user's right controller/hand (purely for visual effect). Another WRENCH will appear – on the SHUT-OFF VALVE – and animate to turn that SHUT-OFF VALVE 90° to the right (to properly shut off the gas). That WRENCH will disappear, and the user's WRENCH will return to normal.*

***DEVELOPERS**:*

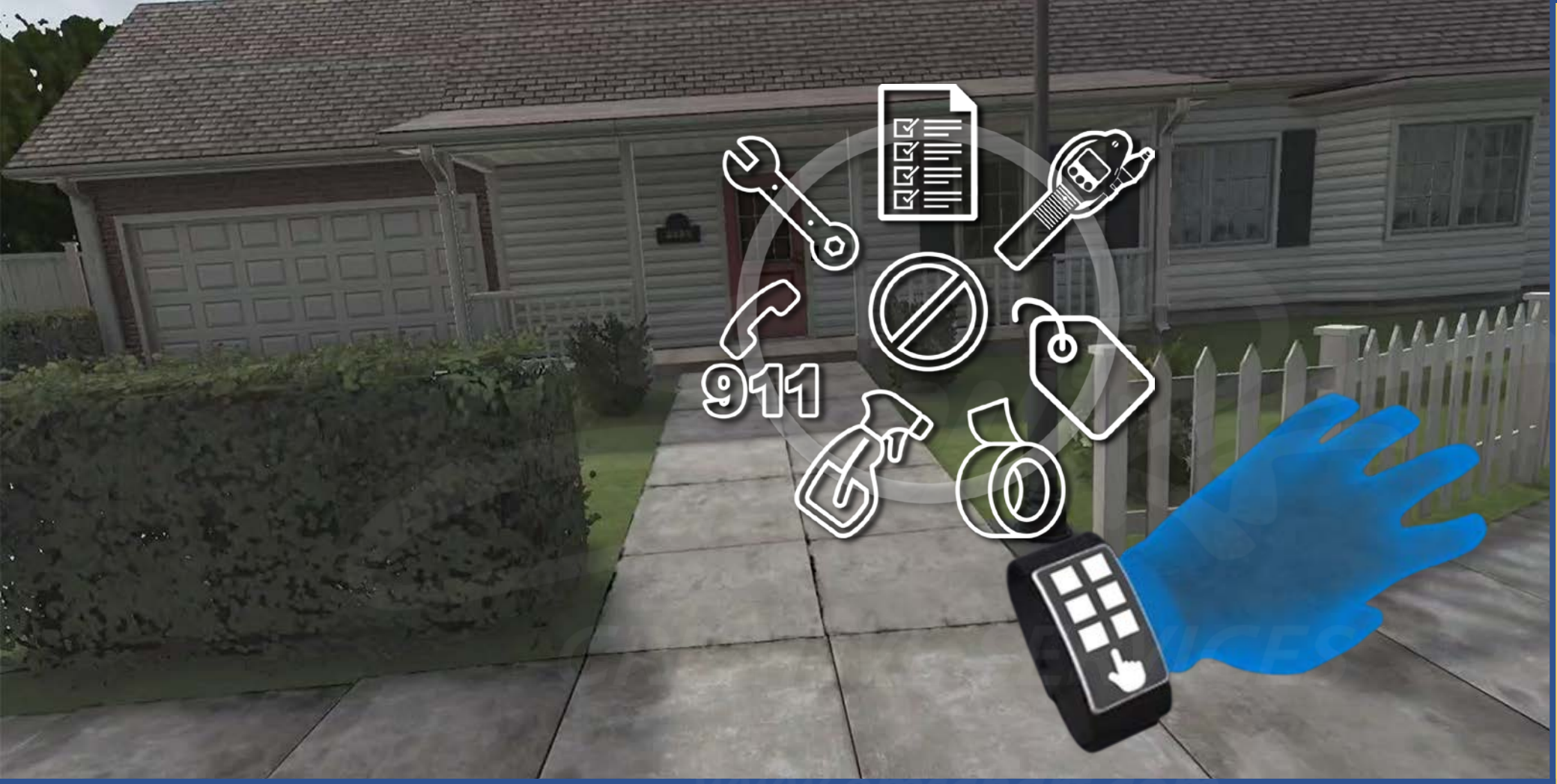
No instructions.

***DESCRIPTION**: The user backs away from the home to a minimum safe distance. The user taps the "Y" button on their left controller/hand to activate the TOOLS MENU on their smartwatch.*

***DEVELOPERS**:*

The smartwatch face displays the IDLE state image until the user taps the "Y" button on their left controller/hand to trigger the ACTIVE state image.

Track the distance the user is from the front door when the user is calling 911.



***DESCRIPTION**: The user selects 911.*

***DEVELOPERS**:*

The user selects 911.

***DESCRIPTION**: The user selects 911.*

***DEVELOPERS**:*

The user selects 911.

***DESCRIPTION**: A cell phone appears in the user's right controller/hand. A call is placed to 911 EMERGENCY SERVICES (though no dialing or verbal correspondence occurs between the 911 dispatcher and the user). The 911 dispatcher confirms the fire department in en route.*

***DEVELOPERS**:*

By selecting 911, a cell phone appears in the user's right controller/hand.

The TOOLS MENU disappears, and the smartwatch face returns to the IDLE state.

*The user places a call to 911 EMERGENCY SERVICES. **NO DIALING**. There should be brief audio playing that (approximately) states: "911. The fire department is on the way."*

***DESCRIPTION**: An audible siren announces the arrival of the fire department in the street behind the user's position.*

***PLEASE NOTE**: Once the emergency phone call has concluded and the fire department arrives, the cell phone is automatically hidden/put away.*

***DEVELOPERS**:*

A firetruck siren sound plays briefly in the background. The siren sound quickly winds down to silence.

A firetruck appears in the street behind the user.

Upon conclusion of the emergency phone, the cell phone should be automatically hidden/put away.

***DESCRIPTION**: The user turns to see the firetruck. The user suddenly hears a fireman avatar call out to him from just outside the front door of the home (and approximately state): "Excuse me! Excuse me, sir!"*

***DEVELOPERS**:*

While the firetruck in the street is STATIC, it displays flashing lights.

***DESCRIPTION**: The user turns around and heads to the porch of the house to see what the fireman has to say. The fireman (approximately) states via the above voice bubble: "Yeah, HI! The house checks out! You're all clear! It is safe for you to enter!"*

***DEVELOPERS**:*

The STATIC fireman avatar is positioned on the front porch of the house, just to the side of the front door.

The fireman confirms to the user that it is safe to enter the home via a text statement displayed within a single voice bubble (which can be modified within the XRM).

Scene fades to inside the entrance of the customer's home.

***DESCRIPTION**: Fade up into the interior of 1 of 3 unique home interiors (each of which can be administered within the XRM).*

***DEVELOPERS**:*

The scene has faded to black. The white text on this slide is ONLY for the client (to convey what is occurring).

Then (per the next slide) the black scene fades up to the interior of the home, just INSIDE the closed doorway entrance.

***DESCRIPTION**: Once inside, the user can begin the leak inspection process. If the user selects the SNIFFER from their smartwatch TOOLS MENU before entering the home, that tool will STILL be active upon entering the home. Otherwise, the user must – once again – engage their smartwatch to select the desired tool.*

***DEVELOPERS**:*

This is one of three unique home INTERIORS to which the user can be introduced (as deviations) through the ENDEAVR XR Management Portal (XRM).

The user activates the smartwatch.

***DESCRIPTION**: The user selects the SNIFFER.*

***DEVELOPERS**:*

The TOOLS MENU appears. The user selects the SNIFFER.

***DESCRIPTION**: The user selects the SNIFFER.*

***DEVELOPERS**:*

The TOOLS MENU appears. The user selects the SNIFFER.

***DESCRIPTION**: The SNIFFER appears in the user's right hand, and the tools menu disappears. The user then explores the home interior environment.*

***DEVELOPERS**:*

Once the SNIFFER is selected, the TOOLS MENU disappears, the smartwatch face returns to the IDLE state, and the SNIFFER appears in the user's right controller/hand.

The SNIFFER screen interface is active, and the readings are changing in real-time.

The SNIFFER emits a sound. The stronger the reading, the louder the sound.

Scene Two

Interior Investigation

***DESCRIPTION**: The user explores different appliances within the home interior environment (such as a gas range in the kitchen, a gas dryer in the laundry room, a gas furnace in a garage, and a hot water heater in a closet or in the basement). The user can encounter different models of appliances, different connections for those appliances, and different locations for those appliances.*

***DEVELOPERS**:*

Deviations for the referenced appliances include different TYPES of appliances, different CONNECTIONS for appliances, and different LOCATIONS for those appliances (all being adjustable variables from within the XRM).

***DESCRIPTION**: The user explores different appliances within the home interior environment (such as a GAS RANGE in the KITCHEN, a gas dryer in the laundry room, a gas furnace in a garage, and a hot water heater in a closet or in the basement). The user can encounter different models of appliances, different connections for those appliances, and different locations for those appliances.*

***DEVELOPERS**:*

Deviations for the referenced appliances include different TYPES of appliances, different CONNECTIONS for appliances, and different LOCATIONS for those appliances (all being adjustable variables from within the XRM).

Devise an elegant touch-and-slide-out solution for allowing the user to access the back of an oven or dryer.

***DESCRIPTION**: The user explores different appliances within the home interior environment (such as a GAS RANGE in the KITCHEN, a gas dryer in the laundry room, a gas furnace in a garage, and a hot water heater in a closet or in the basement). The user can encounter different models of appliances, different connections for those appliances, and different locations for those appliances.*

***DEVELOPERS**:*

Deviations for the referenced appliances include different TYPES of appliances, different CONNECTIONS for appliances, and different LOCATIONS for those appliances (all being adjustable variables from within the XRM).

Devise an elegant touch-and-slide-out solution for allowing the user to access the back of an oven or dryer.

***DESCRIPTION**: The user explores different appliances within the home interior environment (such as a GAS RANGE in the KITCHEN, a gas dryer in the laundry room, a gas furnace in a garage, and a hot water heater in a closet or in the basement). The user can encounter different models of appliances, different connections for those appliances, and different locations for those appliances.*

***DEVELOPERS**:*

Deviations for the referenced appliances include different TYPES of appliances, different CONNECTIONS for appliances, and different LOCATIONS for those appliances (all being adjustable variables from within the XRM).

Devise an elegant touch-and-slide-out solution for allowing the user to access the back of an oven or dryer.

***DESCRIPTION**: The user explores different appliances within the home interior environment (such as a GAS RANGE in the KITCHEN, a gas dryer in the laundry room, a gas furnace in a garage, and a hot water heater in a closet or in the basement). The user can encounter 2 different models of appliances, 2 different connections for those appliances, 2 different shutoff points (at the appliance "flex"/valve or at the gas meter), and different locations for those appliances.*

***DEVELOPERS**:*

Deviations for the referenced appliances include different TYPES of appliances, different CONNECTIONS for appliances, and different LOCATIONS for those appliances (all being adjustable variables from within the XRM).

Devise an elegant touch-and-slide-out solution for allowing the user to access the back of an oven or dryer.

***DESCRIPTION**: The user explores different appliances within the home interior environment (such as a gas range in the kitchen, a GAS DRYER in the LAUNDRY ROOM, a gas furnace in a garage, and a hot water heater in a closet or in the basement). The user can encounter different models of appliances, different connections for those appliances, and different locations for those appliances.*

***DEVELOPERS**:*

Deviations for the referenced appliances include different TYPES of appliances, different CONNECTIONS for appliances, and different LOCATIONS for those appliances (all being adjustable variables from within the XRM).

Devise an elegant touch-and-slide-out solution for allowing the user to access the back of an oven or dryer.

***DESCRIPTION**: The user explores different appliances within the home interior environment (such as a gas range in the kitchen, a GAS DRYER in the LAUNDRY ROOM, a gas furnace in a garage, and a hot water heater in a closet or in the basement). The user can encounter different models of appliances, different connections for those appliances, and different locations for those appliances.*

***DEVELOPERS**:*

Deviations for the referenced appliances include different TYPES of appliances, different CONNECTIONS for appliances, and different LOCATIONS for those appliances (all being adjustable variables from within the XRM).

Devise an elegant touch-and-slide-out solution for allowing the user to access the back of an oven or dryer.

***DESCRIPTION**: The user explores different appliances within the home interior environment (such as a gas range in the kitchen, a gas dryer in the laundry room, a GAS FURNACE in a garage, and a hot water heater a in closet or in the BASEMENT). The user can encounter different models of appliances, different connections for those appliances, and different locations for those appliances. PLEASE NOTE: There will be a fade transition from the main floor of the home to the basement.*

***DEVELOPERS**:*

Deviations for the referenced appliances include different TYPES of appliances, different CONNECTIONS for appliances, and different LOCATIONS for those appliances (all being adjustable variables from within the XRM).

TRANSITION from main floor of the home to the basement requires a fade transition. NO ACCESS to stairs.

***DESCRIPTION**: The user explores different appliances within the home interior environment (such as a gas range in the kitchen, a gas dryer in the laundry room, a gas furnace in a GARAGE, and a HOT WATER HEATER in a CLOSET or in the BASEMENT). The user can encounter different models of appliances, different connections for those appliances, and different locations for those appliances.*

***DEVELOPERS**:*

Deviations for the referenced appliances include different TYPES of appliances, different CONNECTIONS for appliances, and different LOCATIONS for those appliances (all being adjustable variables from within the XRM).

***DESCRIPTION**: The user explores different appliances within the home interior environment (such as a gas range in the kitchen, a gas dryer in the laundry room, a gas furnace in a GARAGE, and a HOT WATER HEATER in a CLOSET or in the BASEMENT). The user can encounter different models of appliances, different connections for those appliances, and different locations for those appliances.*
***PLEASE NOTE**: Any scenarios involving CLOSETS must include OPENED doors for easier navigation.*

***DEVELOPERS**:*

Deviations for the referenced appliances include different TYPES of appliances, different CONNECTIONS for appliances, and different LOCATIONS for those appliances (all being adjustable variables from within the XRM).

Condition

of Appliance Connections

***DESCRIPTION**: The above are examples of proper gas dryer connections (1) to the dryer on the left and (2) to the wall-mounted pipe on the right.*

***DEVELOPERS**:*

No instructions.

***DESCRIPTION**: The above is an example of an incorrect connection to a gas appliance (which is exposed as incorrect by a squirt of soapy solution from the SPRAY BOTTLE option).*

***DEVELOPERS**:*

No instructions.

***DESCRIPTION**: The above is an example of an incorrect connection to a gas appliance (which is exposed as incorrect by a squirt of soapy solution from the SPRAY BOTTLE option).*

***PLEASE NOTE**: (1) Using the SPRAY BOTTLE is not a required leak investigation method, but (2) it CAN be used (and it WILL be trackable data).*

***DEVELOPERS**:*

No instructions.

***DESCRIPTION**: The above is an example of an incorrect connection to a gas appliance (which is exposed as incorrect by a squirt of soapy solution from the SPRAY BOTTLE option).*

***PLEASE NOTE**: (1) Using the SPRAY BOTTLE is not a required leak investigation method, but (2) it CAN be used (and it WILL be trackable data).*

***DEVELOPERS**:*

No instructions.

***DESCRIPTION**: The above is an example of an incorrect connection to a gas appliance (which is exposed as incorrect by a squirt of soapy solution from the SPRAY BOTTLE option).*

***PLEASE NOTE**: (1) Using the SPRAY BOTTLE is not a required leak investigation method, but (2) it CAN be used (and it WILL be trackable data).*

***DEVELOPERS**:*

No instructions.

***DESCRIPTION**: The above is an example of an incorrect connection to a gas appliance (which is exposed as incorrect by a squirt of soapy solution from the SPRAY BOTTLE option).*

***PLEASE NOTE**: (1) Using the SPRAY BOTTLE is not a required leak investigation method, but (2) it CAN be used (and it WILL be trackable data).*

***DEVELOPERS**:*

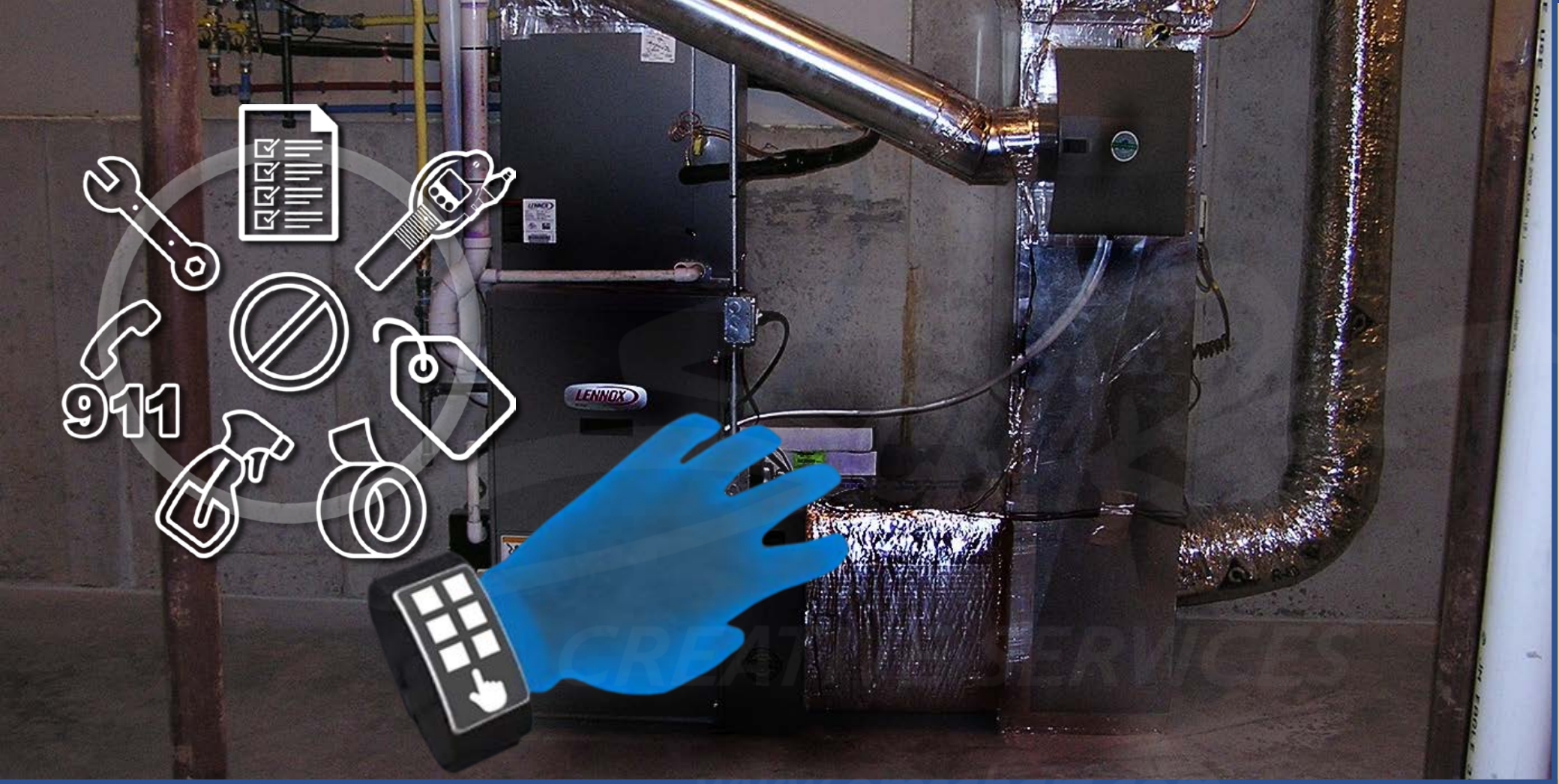
No instructions.

***DESCRIPTION**: The above is an example of an incorrect connection to a gas appliance (which is exposed as incorrect by a squirt of soapy solution from the SPRAY BOTTLE option).*

***PLEASE NOTE**: (1) Using the SPRAY BOTTLE is not a required leak investigation method, but (2) it CAN be used (and it WILL be trackable data).*

***DEVELOPERS**:*

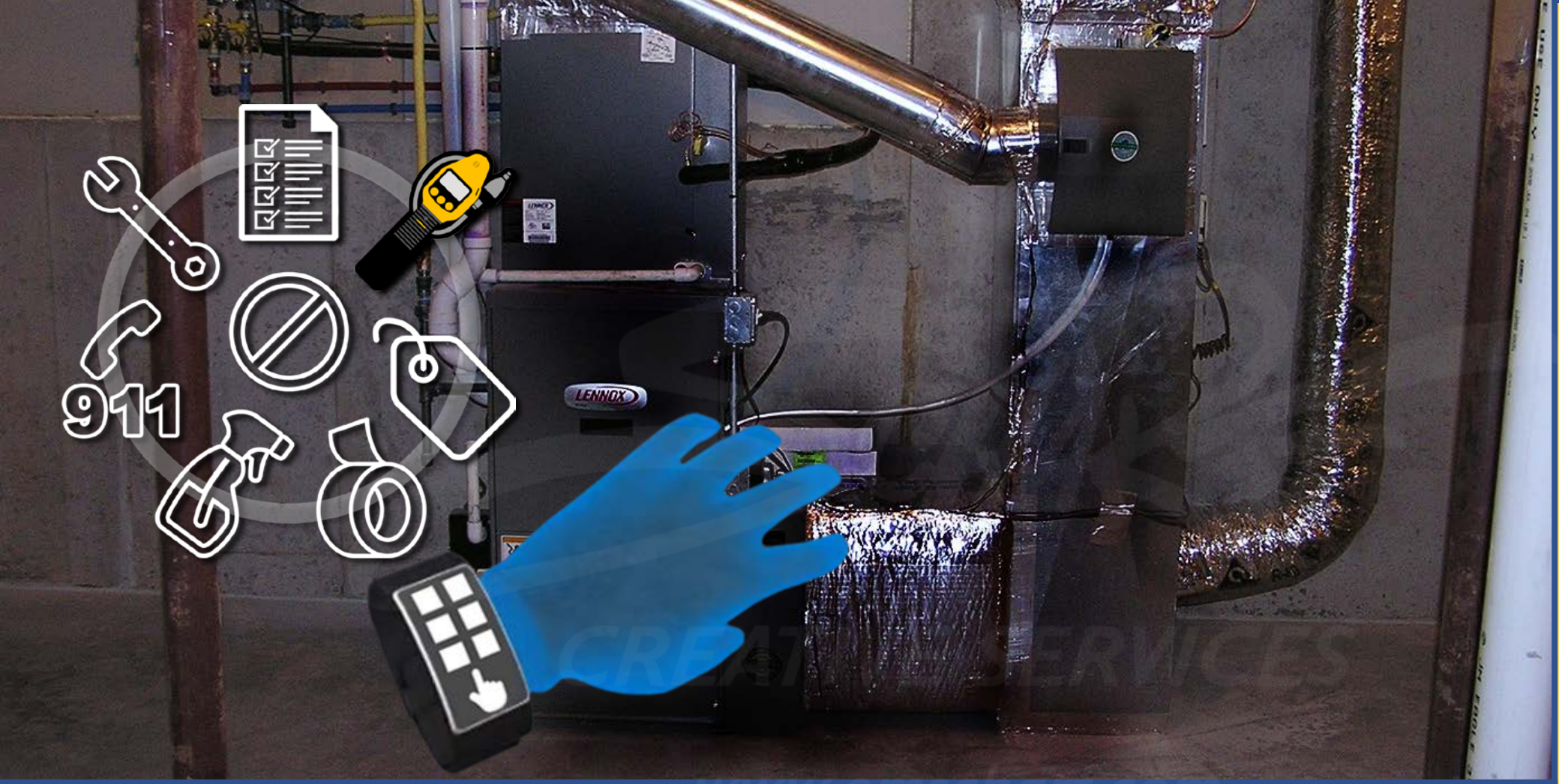
No instructions.



***DESCRIPTION**: The above is an example of a gas furnace that – due to a detected leak from unsafe connections – is being red-taped and red-tagged (using a NOTICE OF HAZARDOUS CONDITION tag).*

***DEVELOPERS**:*

No instructions.



***DESCRIPTION**: The above is an example of a gas furnace that – due to a detected leak from unsafe connections – is being red-taped and red-tagged (using a NOTICE OF HAZARDOUS CONDITION tag).*

***DEVELOPERS**:*

No instructions.

***DESCRIPTION**: The above is an example of a gas furnace that – due to a detected leak from unsafe connections – is being red-taped and red-tagged (using a NOTICE OF HAZARDOUS CONDITION tag).*

***DEVELOPERS**:*

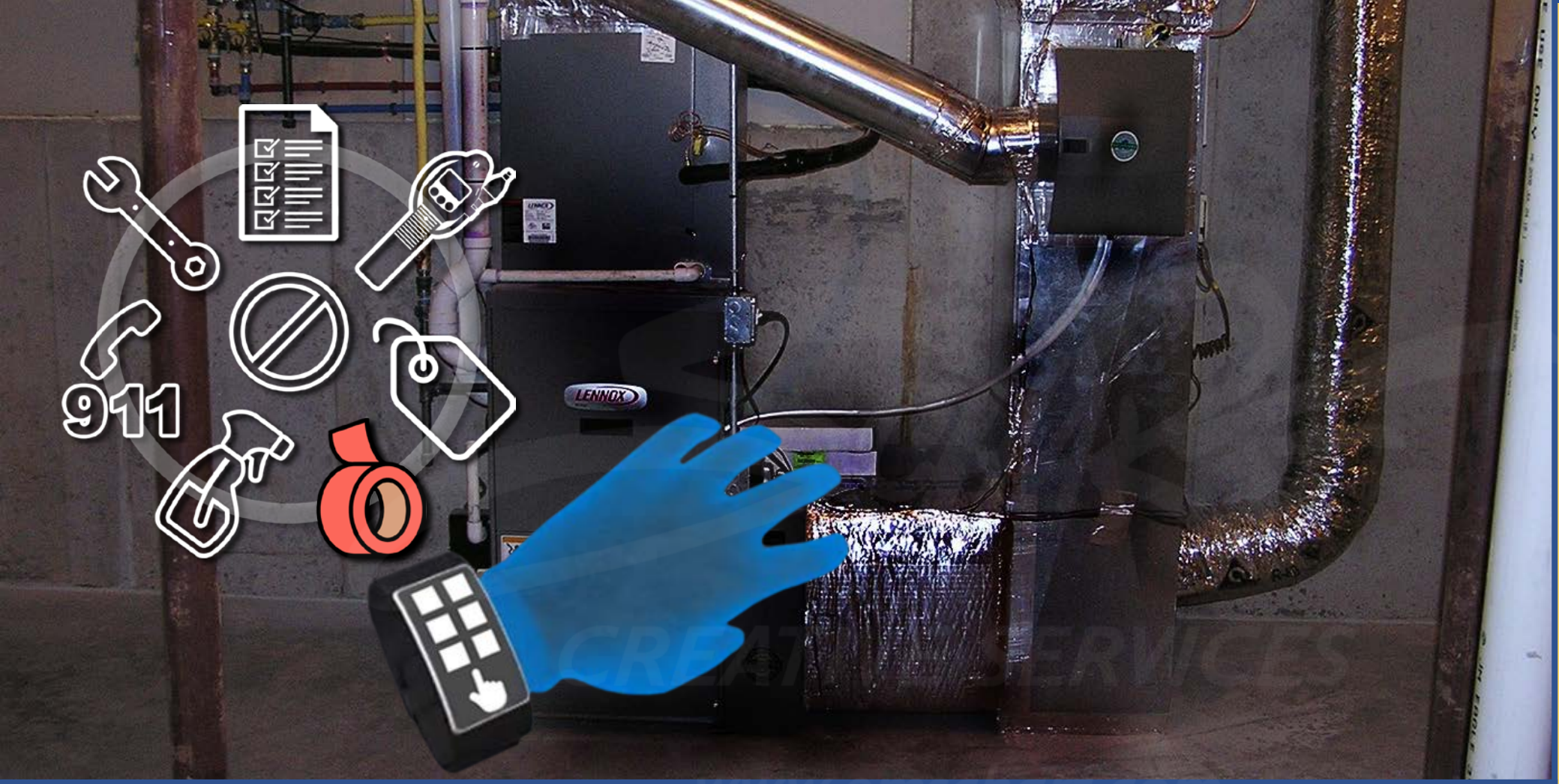
No instructions.

***DESCRIPTION**: The above is an example of a gas furnace that – due to a detected leak from unsafe connections – is being red-taped and red-tagged (using a NOTICE OF HAZARDOUS CONDITION tag).*

***DEVELOPERS**:*

The arrow is ONLY to point out the location of the EXAMPLE gas leak detected on this slide.

The arrow is NOT included within the final application.



***DESCRIPTION**: The above is an example of a gas furnace that – due to a detected leak from unsafe connections – is being red-taped and red-tagged (using a NOTICE OF HAZARDOUS CONDITION tag).*

***DEVELOPERS**:*

No instructions.

***DESCRIPTION**: The above is an example of a gas furnace that – due to a detected leak from unsafe connections – is being red-taped and red-tagged (using a NOTICE OF HAZARDOUS CONDITION tag).*

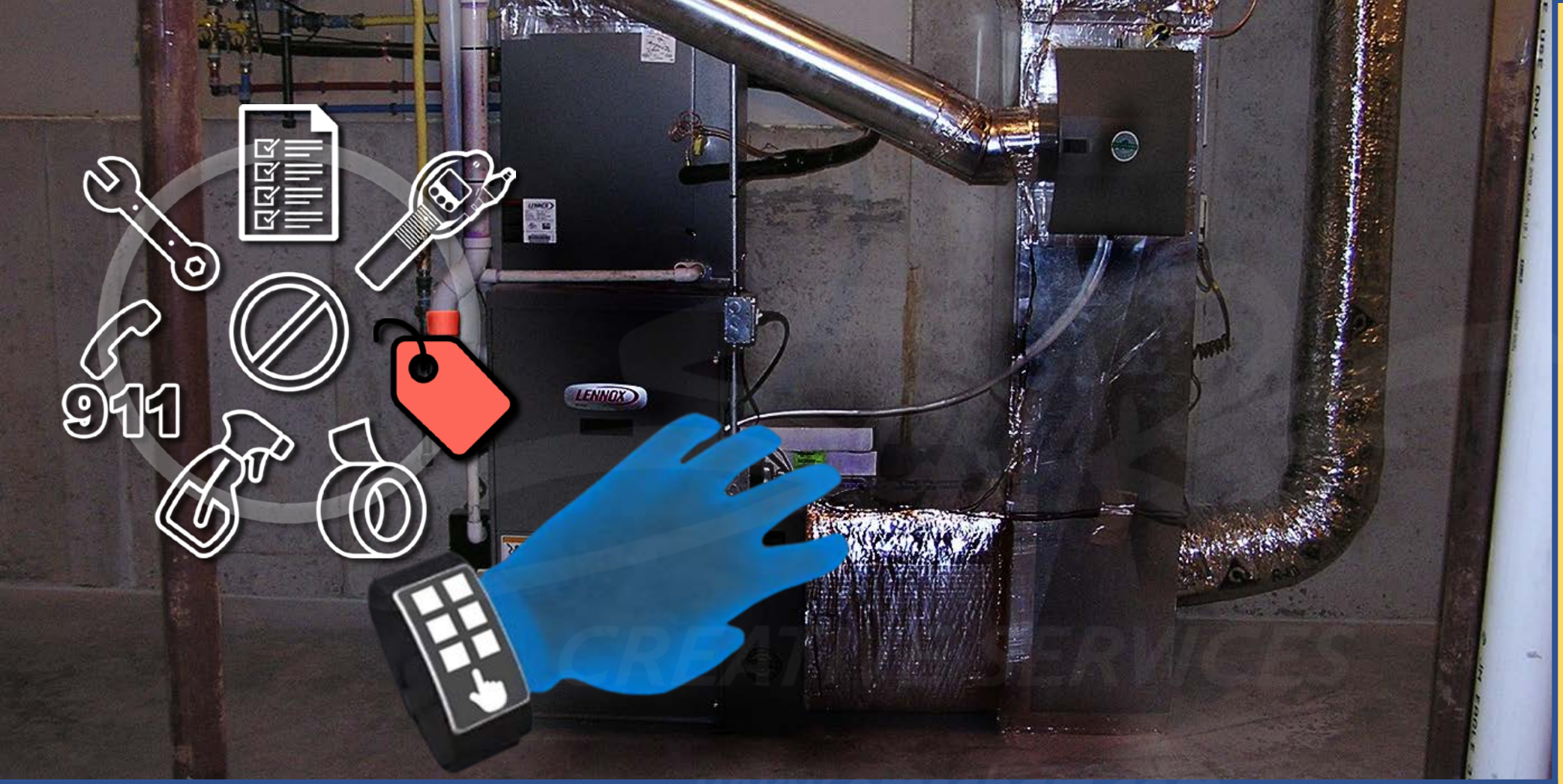
***DEVELOPERS**:*

RED TAPE is applied ONLY to the area of the leak.

***DESCRIPTION**: The above is an example of a gas furnace that – due to a detected leak from unsafe connections – is being red-taped and red-tagged (using a NOTICE OF HAZARDOUS CONDITION tag).*

***DEVELOPERS**:*

RED TAPE is applied ONLY to the area of the leak.



***DESCRIPTION**: The above is an example of a gas furnace that – due to a detected leak from unsafe connections – is being red-taped and red-tagged (using a NOTICE OF HAZARDOUS CONDITION tag).*

***DEVELOPERS**:*

The RED TAG is tied ONLY around the RED-TAPED area.

***DESCRIPTION**: The above is an example of a gas furnace that – due to a detected leak from unsafe connections – is being red-taped and red-tagged (using a NOTICE OF HAZARDOUS CONDITION tag).*

***DEVELOPERS**:*

The RED TAG is tied ONLY around the RED-TAPED area.

***DESCRIPTION**: The above is an example of a gas furnace that – due to a detected leak from unsafe connections – is being red-taped and red-tagged (using a NOTICE OF HAZARDOUS CONDITION tag).*

***DEVELOPERS**:*

The RED TAG is tied ONLY around the RED-TAPED area.

Scene Three

Post Interior Investigation

***DESCRIPTION**: IF a leak is discovered within the home – and AFTER the user (1) checks ALL appliances within that home, (2) cuts off the gas supply to that leak emanating from one of those appliances, (3) red tapes the shutoff valve, and (4) red tags the appliance at the shutoff valve location – the user (5) goes to the outdoor gas meter to ensure ZERO activity (for which a range can be set in the XRM).*

***DEVELOPERS**:*

Upon discovering a home leak, the user (1) checks ALL appliances, (2) ensures gas supply is cut off from the leaking appliance (using the WRENCH option from the TOOLS MENU), (3) red tapes that appliance, (4) red tags that appliance, and (5) checks the outdoor gas meter for activity. Each of the above user actions is trackable (including how close the user gets to the outdoor gas meter).

***DESCRIPTION**: Upon seeing ZERO activity on the gas meter, the user triggers the TOOLS MENU.*

***DEVELOPERS**:*

Upon discovering a home leak, the user (1) checks ALL appliances, (2) ensures gas supply is cut off from the leaking appliance (using the WRENCH option from the TOOLS MENU), (3) red tapes that appliance, (4) red tags that appliance, and (5) checks the outdoor gas meter for activity. Each of the above user actions is trackable (including how close the user gets to the outdoor gas meter).

***DESCRIPTION**: The TOOLS MENU appears.*

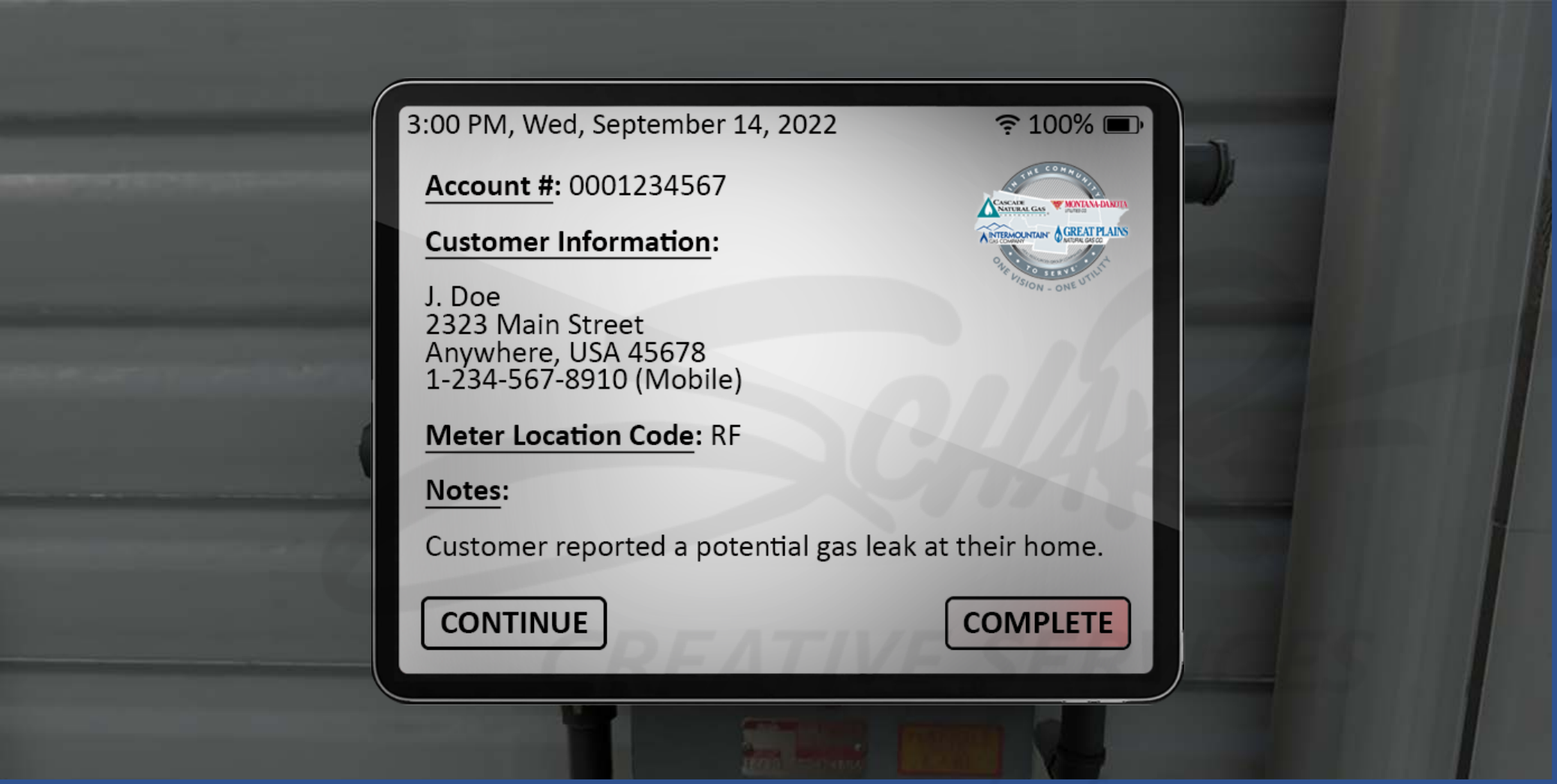
***DEVELOPERS**:*

Upon discovering a home leak, the user (1) checks ALL appliances, (2) ensures gas supply is cut off from the leaking appliance (using the WRENCH option from the TOOLS MENU), (3) red tapes that appliance, (4) red tags that appliance, and (5) checks the outdoor gas meter for activity. Each of the above user actions is trackable (including how close the user gets to the outdoor gas meter).

***DESCRIPTION**: The user elects the WORK ORDER option.*

***DEVELOPERS**:*

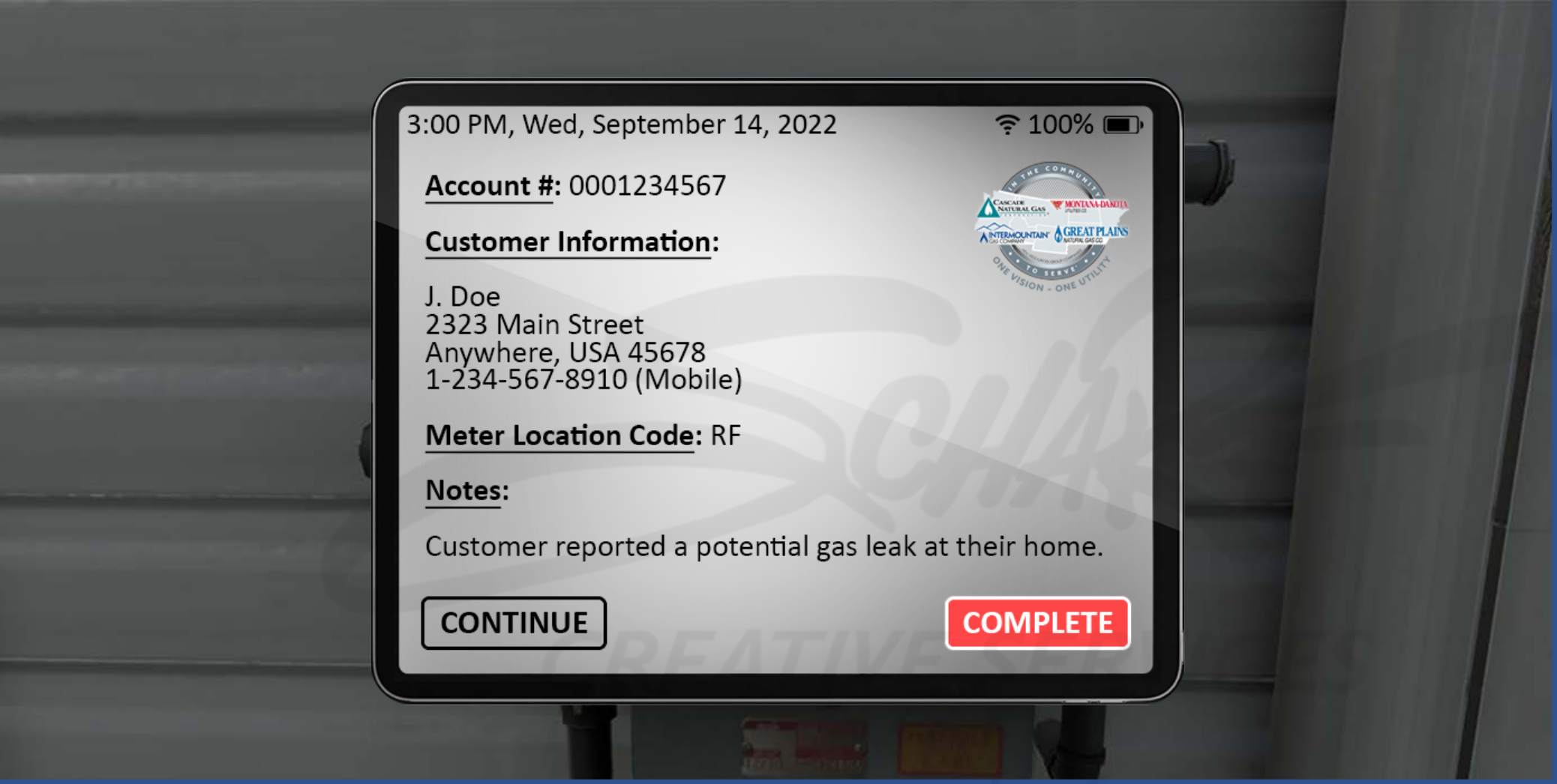
Upon discovering a home leak, the user (1) checks ALL appliances, (2) ensures gas supply is cut off from the leaking appliance (using the WRENCH option from the TOOLS MENU), (3) red tapes that appliance, (4) red tags that appliance, and (5) checks the outdoor gas meter for activity. Each of the above user actions is trackable (including how close the user gets to the outdoor gas meter).



***DESCRIPTION**: Upon selecting the WORK ORDER option, the WORK ORDER tablet is displayed.*

***DEVELOPERS**:*

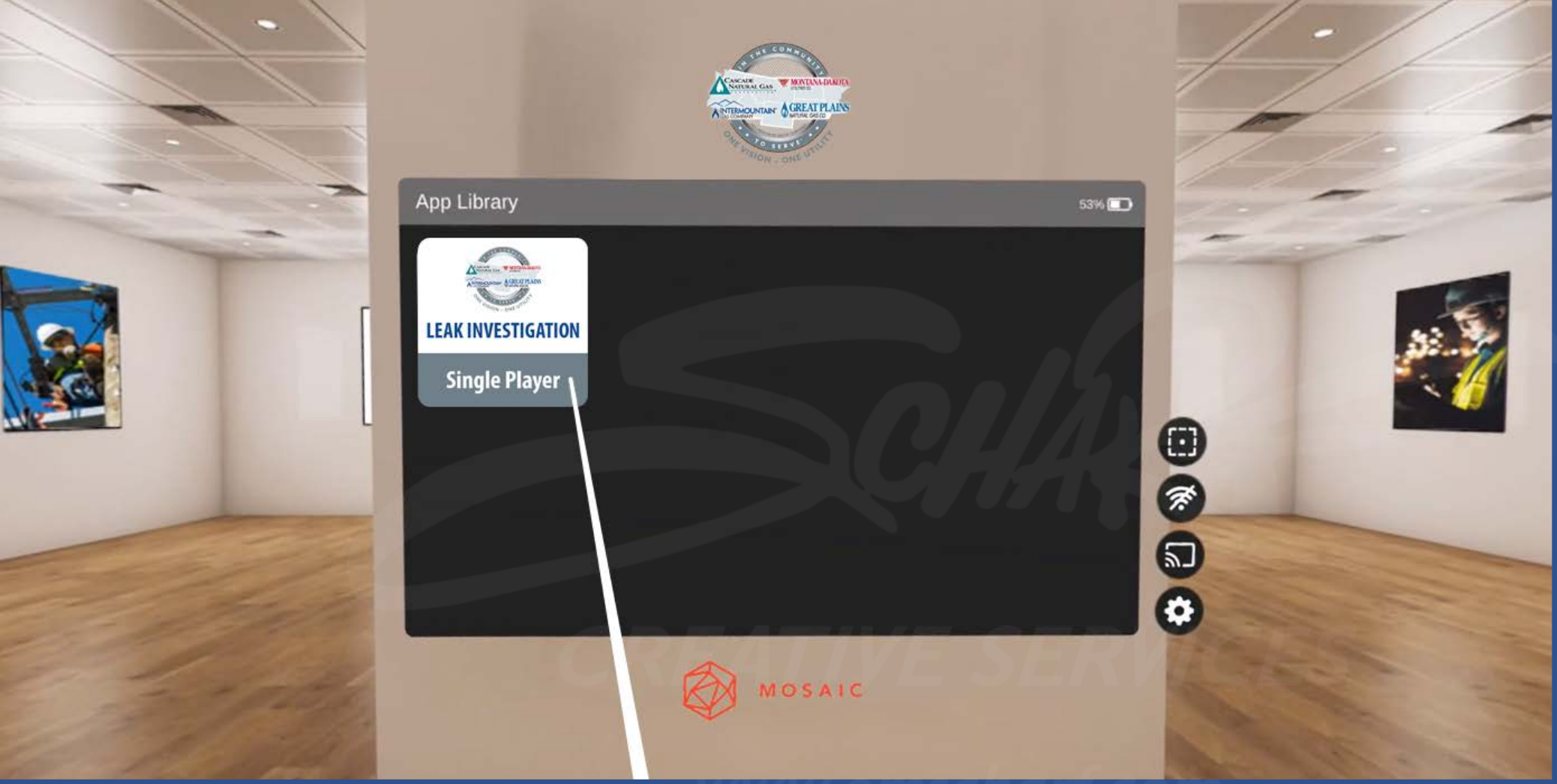
Upon discovering a home leak, the user (1) checks ALL appliances, (2) ensures gas supply is cut off from the leaking appliance (using the WRENCH option from the TOOLS MENU), (3) red tapes that appliance, (4) red tags that appliance, and (5) checks the outdoor gas meter for activity. Each of the above user actions is trackable (including how close the user gets to the outdoor gas meter).



***DESCRIPTION**: Upon seeing the WORK ORDER tablet displayed, the user selects the COMPLETE button (which highlights upon being engaged).*

***DEVELOPERS**:*

Upon discovering a home leak, the user (1) checks ALL appliances, (2) ensures gas supply is cut off from the leaking appliance (using the WRENCH option from the TOOLS MENU), (3) red tapes that appliance, (4) red tags that appliance, and (5) checks the outdoor gas meter for activity. Each of the above user actions is trackable (including how close the user gets to the outdoor gas meter).



***DESCRIPTION**: Upon selecting the COMPLETE button on the screen of the WORK ORDER tablet, the leak investigation experience concludes, and the user is transitioned back to the virtual lobby. The user can tap the "INSIDE LEAK INVESTIGATION Single Player" icon to re-launch the application for another session, or the user can power down their Pico Neo 3 Pro VR headset.*

***DEVELOPERS**:*

Upon triggering the WORK ORDER DONE option, the user exits the application, reaches the virtual lobby, and either re-launches the application or powers down their headset. At the point of application exit, the user's tracked data report is compiled and made available within the XRM.