



Request for Proposal

Made in Saskatchewan Virtual Reality

RFP Open Date: January 4, 2022

RFP Closing Date: January 24, 2022

FINAL Question and Answer January 14, 2022

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1. What rules are there about collaboration or sub-contracting?
 - One Prime Contractor must be identified in the proposal and management of the sub-contracting will be handled through the Prime Contractor. RWPC will only deal with one point of contact, which must be clearly outlined in the proposal. All sub-contractors must be Saskatchewan based companies, and must include the same details required of the Prime Contractor in the application. The split of duties must be clearly outlined in the proposal.
 2. Developed within Unreal Engine. Is there a reason we couldn't use a comparable software engine like Unity, so long as the end product fulfills all of the other requirements?
 - To integrate onto the platform, the simulations need to be individually packaged unreal builds for Windows that contains an executable.
 3. Senior level AAA game development experience is preferred - We aren't a game development company; our expertise is the creation of immersive training software for the healthcare industry. Would you consider our experience to be equivalent?
 - Please include all relevant VR immersive experience in your proposal. Contractors chosen to move on will be required to provide samples of their work for review.
 4. Supportive integration of career experiences on to the CareerLabsVR platform - What level of integration are you expecting? Are these modules going to be distributed through CareerLabsVR software? Or, are you expecting both software products to run on the same headset? Is there to be data sharing between products?
 - These modules will be added to the CareerLabsVR Launcher for use through the subscription to CareerLabs for suppliers across the country. Simulations developed must include all code and be fully workable on the CareerLabsVR Launcher for distribution through the software. An agreement with the Launcher developer, CareerLabsVR and Work Prep will be established at the beginning of the contract to ensure code is protected and remains in the sole ownership of The Regina Work Preparation Centre Inc.

5. Is the 20-minute VR experience for all 5 modules in total or individually?
 - Modules are to be approx. 20 mins in length each.
6. What are the reasons for developing in Unreal? Is it for visual continuity or technical requirements? Or is it wanting to integrate with CareerLabs built experiences? We want to understand the relational from a technical perspective, from a goals standpoint or if it is simply the engine of choice?
 - To integrate onto the platform, the simulations need to be individually packaged Unreal builds for Windows that contains an executable. All previous simulations have been developed in Unreal, we would like to continue the development process in this way.
7. Most of the simulations in CareerLabs do not feature direct interactions with other characters. It looks like this may be a requirement for at least 2 of the proposed simulations: Continuing Care Aid and Front Desk Agent. Is this assumption correct?
 - Simulations may require interaction, please outline your approach to this in your proposal.
8. In developing for “all major brands of VR headsets” does that mean one version for the stand-alone Quest models, or can it be a PC build used with a tethered Quest? Quest 2 is the most major brand of VR headset in the world right now, but untethered would never run the quality and comparison to the current simulations in CareerLabs. Would you be able to list the specific headsets needed?
 - Simulations are currently run with an Oculus Rift S or Quest 2 (both tethered). The expectation is that new simulations will run with all major brands: Oculus, Vive, etc.
9. Does this need to be developed for legacy major brands like Quest 1 or any other headsets that have been discontinued? Or just strictly a move forward approach?
 - Simulations must be compatible with Oculus Rift, Oculus Rift S, Quest 2, Vive.
10. What does **“Supportive integration of the career experiences on to the CareerLabsVR platform”** mean exactly? What would the relationship between the three companies be and how do we navigate IP and copyright? Are we being given access to CareerLabs API/codebase for their launcher? Will we be providing CareerLabs access to the VR platform we develop? Or are we coordinating with career labs to have our modules loaded from their launcher?
 - The chosen Contractor will be required to sign a contract with Regina Work Preparation Centre that will outline the intellectual property and copyright requirements. The Assets created through this RFP will be the property of The Regina Work Preparation Centre Inc. An agreement with the Launcher developer, CareerLabsVR and The Regina Work Preparation Centre Inc. will be established at

the beginning of the contract to ensure code is protected and remains in the sole ownership of The Regina Work Preparation Centre Inc.

11. Regarding ***“Each simulation must have the ability to support telemetry (with provided examples), anonymized or specific data which should be inclusive of, but not limited to the following: - Random ID, Computer Running the Experience, Date and Time, Number of times using each supportive function, time to complete each task”***, will we have a CareerLabs VR API to collect these stats or are we required to collect them with our distribution system and then pass these end-points back to CareerLabs?

- Contractors are required to establish this within their simulations. Please include your proposed plan and outline the cost to include this specifically.

12. If the visual theme for guided highlighting (Arrows and highlighting to help users' complete objectives) is to follow their already established designs or would you like an updated UI/UX design theme for these elements? Are we being given freedom to make different choices or are we just recreating what has been made with different scenarios? If you do want that, is there potential for IP and copyright infringement if we recreate their UI or has permission been granted?

- Contractors are given the freedom to present different choices, however The Regina Work Preparation Centre Inc. will hold final decision making authority.

13. If Room-scale is used, what size of area (e.g., 8'x8')?

- Room-scale is 10'x 10' but simulations are required to have the ability to incorporate a teleportation or different modes of maneuvering through the simulation for organizations that don't have the space available.

14. Will users log in to a CareerLabsVR account from within the simulation?

- Simulations will be added to the CareerLabsVR launcher and will be accessed through subscriber logins that already exist.

15. Can you clarify what the final goal is in creating and showing these scenarios. It would be the metric that we would be able to measure our design decisions against (“Does doing X accomplish the goal they want?”). Why were the 5 jobs specifically chosen and are there different goals between scenarios or more goals than outlined in the RFP.

- Simulation story boards will be created in partnership with industry, sector and education leaders to ensure that users have a realistic depiction of the career, its environment and job requirements and duties.
- Careers were chosen based on subscriber and job seeker feedback and anticipated industry demand and growth.

16. Many of the applications seem to re-use the "gloves" and "wristwatch" assets. Are these assets which can be provided to us or would we need to re-create? Further to that, are there other assets/textures/materials/interfaces which are common throughout their catalog which we should use? If so, are these assets specifically tied to Unreal Engine? And if we would like to be consistent with other applications, would we be able to use those assets.

- All assets must be re-created and designed. Unreal Engine is the preferred software engine.

17. Are we responsible for creating the demos of the completed VR modules for the Career VR Website?

- Contractors will be required to create the fly through videos, simulation user guides, and game design documents.

18. The RFP indicates going to on-site visits to industry partners and also indicates that all travel costs must be included in our budget. Can you elaborate on where these on-site visits are at?

- Industry partners will be within Saskatchewan. All costs for travel must clearly be outlined in the proposal, including proposed rates.

19. The RFP indicates the application must be developed in Unreal Engine. Is there a reason for this?

- To integrate onto the platform, the simulations need to be individually packaged unreal builds for Windows that contains an executable. All previous simulations have been developed in Unreal, we would like to continue the development process in this way.

20. Can you provide the delivery specifications for the CareerLabsVR Platform?

- To integrate onto the platform, the simulations need to be individually packaged unreal builds for Windows that contains an executable. All previous simulations have been developed in Unreal, we would like to continue the development process in this way.