# PATHFINDER XR

## Prototype Status
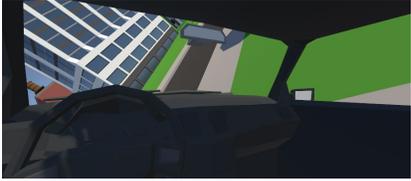
Version: 1.02A

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| Category | Capability / Feature | Status | Description |
|---|---|---|---|
| Menu System | Main Menu Navigation | ☑ | User can navigate between menu screens. |
| Menu System | Scenario Selection | ☑ | User selects available scenarios before launch. |
| Preview System | Scenario Preview Video | ☑ | Short preview video displays before loading scene. |
| Scene Management | Scene Loading System | ☑ | Loads selected VR environment from menu. |
| Environment | Scenario_A Prototype Environment | ☑ | Customized environment build on unique trauma memory to demonstrate PE module, image integration, stuck points |
| Environment | Scenario_B Prototype Environment | ☑ | Generic environment to demonstrate pause/continue and EMDR module |
| Movement | Player Navigation Controls | ☑ | Basic movement controls for demonstration and recording. |
| Session Control | Pause Menu | In Progress | Allows session pause with options to continue or return to menu. |
| Session Control | Return to Menu Function | In Progress | Exit scene and return to main menu safely. |
| System | Session State Logic | ☑ | Start → Active → Pause → Exit structure. |
| System | Screen Mirroring | | Project patient display to mobile device or monitor. |
| System | Scenario Request System | | Clinician can send a scenario request via secure website form. |
| System | Scenario Loading | | Requested scenario loads into headset remotely. |
| Session Control | Clinician Control Panel | | EMDR speed adjustment, toggle audio, toggle image overlays |
| Session Control | Passthrough Scaling | | Adjust environmental realism/intensity. |

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## Prototype Sreenshots

| Screenshot | Screenshot Title | Image Description | Caption Text |
|---|---|---|---|
|  | Main Menu Screen | Capture the primary menu UI | Main menu interface leading to Scenario selection |
|  | Scenario Preview Screen | Video preview panel showing scene introduction. | Scenario preview video shown before entering the environment. |
|  | Scenario_A Environment | In-engine screenshot of prototype environment. | Prototype environment used for early VR interaction testing. |
|  | Pause Menu / Session Control | In-scene pause menu with exit and resume options. | Session pause controls allowing clinicians to stop or continue the session. |