

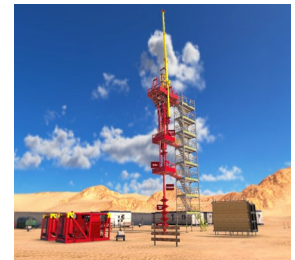
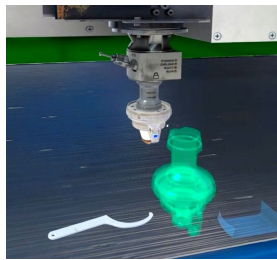
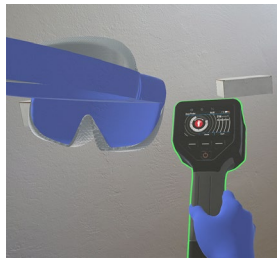
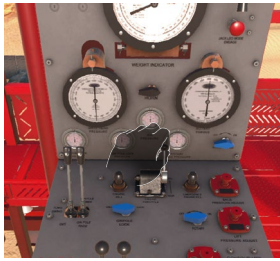
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WALDEN
SECURITY®

VR SCREENING & ACTIVE INTRUDER IMMERSIVE TRAINING PLATFORM

ForgeFX Simulations Proposal Submission



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SCANNING... 47%

EXECUTIVE SUMMARY

Walden Security is seeking a training solution that prepares officers to make consistent, high-quality decisions during both routine screening and high-stress situations, including active intruder events. Traditional training methods struggle to replicate the variability, pressure, and unpredictability officers face in the field, particularly across distributed locations and offline environments.

ForgeFX Simulations proposes a custom Virtual Reality Screening and Active Intruder Immersive Training Platform designed to build judgment, confidence, and repeatable performance under pressure. The platform will deliver an immersive, realistic training experience that supports two operational roles, introduces controlled variability across every session, and provides reliable performance data instructors can trust.



EXECUTIVE SUMMARY

BUILDING JUDGMENT, NOT JUST REPETITION

Training officers to screen effectively requires more than repetition. In real-world environments, officers must interpret ambiguous information, manage distractions, and make rapid decisions under pressure using incomplete or conflicting cues. Training that lacks realism or meaningful variability encourages pattern recognition rather than judgment, while uncontrolled variability undermines consistency and evaluation. Walden Security's RFP reflects a clear understanding of this balance, and ForgeFX's proposed solution is designed to address it directly.

ForgeFX approaches VR training as a decision-making system rather than a collection of scripted scenarios. Each session is dynamically assembled from a governed set of variables that influence subject behavior, item presentation, environmental conditions, timing, and escalation paths. This controlled variability ensures that no two sessions are identical while preserving instructional intent and enabling consistent, comparable performance evaluation across users, locations, and time.

In our proposed simulator platform, Officers will train within realistic screening environments modeled after real-world posts and equipment, interacting with NPCs that behave unpredictably within defined operational bounds. Environmental stressors such as time pressure, noise, lighting changes, and crowd dynamics reflect real operating conditions. Sessions may escalate to an active intruder event, requiring rapid transition from screening tasks to appropriate response actions. Weapon access, response timing, and decision accuracy are captured automatically and made immediately available for After-Action Review.

To support training at scale and in security-sensitive environments, the program is designed for offline-first operation. Training execution, scoring, and data capture function without network connectivity, with results securely stored and synchronized when access is restored. Session data can be exported in CSV format for compliance and LMS workflows, with optional API integration where required.

ForgeFX brings a disciplined, operationally grounded approach to simulation-based training shaped by instructor needs, security constraints, and the realities of nationwide deployment. This perspective informs how variability is governed, how performance is measured, and how systems are delivered and supported, providing Walden Security with a training platform that is realistic, scalable, auditable, and built for long-term ownership.



WHY FORGEFX

ForgeSIM™
Framework



Extensive
Experience



Industry
Reputation



COMPANY PROFILE

Legal Name: ForgeFX, Inc.

Headquarters: Sacramento, California, USA

Year Founded/Team Size: 2002 with 28 Team members

RFP Contact: Mary Pierce, Executive Director of Enterprise Partnerships
mary.pierce@forgefx.com; 415-788-5725, Ext. 703

ForgeFX Simulations is a U.S.-distributed immersive training and simulation company with over 24 years of experience designing and delivering custom VR and AR systems for complex, safety-critical operations across government and commercial sectors.

All ForgeFX solutions are built on the proprietary ForgeSIM™ Framework, a modular simulation architecture that supports photo-realistic 3D environments, controlled scenario variability, multi-user training, performance tracking, and instructor oversight. ForgeFX grants customers a perpetual, non-exclusive license to use the framework as embedded within their custom training solution.

ForgeFX develops platform-agnostic solutions with no per-seat licensing or usage fees. Our systems support standalone VR headsets, PC-tethered VR, desktop simulators, and mixed physical-virtual environments, enabling rapid deployment across enterprise fleets.

As the software developer and system architect for the proposed solution, ForgeFX leads the application design, implementation, and integration, while leveraging strategic partners to support specialized capabilities such as hardware provisioning, mobile device management, and deployment at scale. For this project, ForgeFX has created a partnership with ArborXR to support headset provisioning, application distribution, updates, and fleet management, providing Walden Security with a single, accountable team responsible for delivery, deployment, and ongoing operational support.

ForgeFX solutions are designed for scalability, long-term maintainability, and enterprise deployment, supporting both pilot programs and full production training platforms. ForgeFX Simulations is financially stable, with consistent revenue and the operational capacity to support this project. The company maintains appropriate financial controls and resources to ensure successful performance without risk to the client.

Key Capabilities and Features:

- Custom VR training simulator design and development built in Unity or Unreal
- No licensing, no per-seat fees, full client IP ownership
- Real-time scenario logic and controlled variability
- Equipment-accurate interaction models and physics
- Multi-user and instructor-led training sessions
- Performance tracking, scoring, and reporting
- Real World Control integration
- Integration with LMS or enterprise training systems
- Industry-agnostic architecture supporting industrial, energy, aviation, manufacturing, and Defense training

Supported Device Ecosystems:

- Standalone VR: Meta Quest, Pico, HTC XR, Apple Vision Pro supporting both controllers and hand-tracking
- PC-tethered VR: HTC Vive, Varjo, Valve Index
- Desktop simulators (keyboard, mouse, joystick)
- Mixed reality and physical trainer integrations



RELEVANT EXPERIENCE: EWAT HOLOTRAINER

REAL-WORLD DETECTION TRAINING

The EWAT HoloTrainer program represents the development and deployment of an immersive training application and supporting system architecture for high-consequence screening and response operations in restricted and security-sensitive environments. Designed to support government screening missions, the system integrates immersive simulation, networked multi-user training, and both physical and virtual device interaction to enable realistic, repeatable training under operational conditions. EWAT HoloTrainer was developed to operate in environments with limited connectivity while providing instructors with oversight, control, and performance visibility across distributed training locations.

Client & Project Name Joint Program Executive Office for Chemical, Biological, Radiological and Nuclear Defense (JPEO CBRND). Enhanced Warfighter Augmented Training (EWAT) HoloTrainer, a U.S. Government (USG) program created to train responders on 12 different handheld and portable chemical, biological, radiological, and nuclear (CBRN) detection devices used in high-consequence operational environments.

Scope Delivered **Software:** End-to-end design and development of a multi-user immersive training and simulation system built in Unity, deployed on Microsoft HoloLens 2 and supporting distributed deployment across multiple training locations.

Key Features

- **Offline-capable operation:** Designed for use in restricted or disconnected environments without continuous network connectivity, with local execution of training logic.
- **High-variability training flows:** Combines structured procedural lessons with instructor-led, trainee-led, and unrestricted free-mode sessions that enabling controlled variability across scenarios, device states, and decision paths without reliance on fixed scripts.
- **Networked multi-user training and remote instruction:** Supports coordinated trainee and instructor roles, including shared sessions and instructor real-time guidance when in network.
- **Instructor and trainee modes:** Enables instructor oversight, guided lessons, self-paced operation, and remote instruction across locations.
- **Integrated physical & virtual device training:** Combines real-world EWAT hardware with fully virtualized device simulations, enabling hardware & software components within a single training system while supporting continued training when physical equipment is unavailable.
- **Functional device software emulation:** Virtual devices replicate real-world software behavior and detection logic, enabling realistic screening and response training.

Outcomes Enabled standardized training across distributed teams, allowing trainees to practice complex screening and response procedures repeatedly in a safe, simulated environment. This approach supported operational readiness for high-risk scenarios while minimizing disruption to live operations and equipment availability.

Timeline Four-year, multi-phase development delivered through iterative design, validation, and deployment under USG oversight. EWAT continues to be supported and extended through a related program led by the Defense Threat Reduction Agency (DTRA), reflecting sustained operational use and USG investment.

Contact Emmanuel Kumfa, International and Interagency Programs Manager (JPM CBRN SOF) JPEO, CBRND
Emmanuel.kumfa.civ@army.mil

The list of EWAT equipment available upon request.

RELEVANT EXPERIENCE:

OCUWELD

IMMERSIVE TRAINING AT SCALE

The OcuWeld™ Virtual Welding Training platform demonstrates ForgeFX's ability to integrate immersive simulation directly into formal training ecosystems at scale. OcuWeld™ was designed to function as part of accredited coursework through integration with a Content Management System (CMS). This allows immersive training activities to be assigned, tracked, evaluated, and managed using the same systems instructors rely on for accountability and reporting to a wide variety of learning management systems. The program highlights ForgeFX's experience delivering VR training that supports oversight, learner progression, and curriculum alignment across distributed environments.

Client & Project Name	StrataTech Education Group. OcuWeld™ Virtual Welding Training Simulator , a workforce development and skilled-trades training platform used by higher education and vocational schools to deliver standardized welding instruction at scale.
Scope Delivered	Software: Design and development of a fully immersive virtual welding training simulator built in Unity and deployed on Meta Quest headsets. ForgeFX also implemented CMS integration, enabling VR training activities to function as part of accredited coursework.
Key Features	▪ Offline-capable operation: Fully self-contained VR operation without internet connectivity, with training results synchronized through LMS workflows when connectivity is available. ▪ Training data capture and LMS integration: Seamlessly integrates with a CMS to record, track, and manage detailed learner performance data. Training results and completion data are associated with individual learners, enabling instructor review, accountability, and reporting through existing academic systems. ▪ Instructor oversight and reporting: Captures VR session activity at the learner level, enabling instructors to monitor progress, assess performance, and conduct debriefs across distributed locations. ▪ Guided and self-directed training: Supports structured instructional modules aligned to curriculum requirements, as well as independent practice and skill reinforcement to accommodate learning needs. ▪ Functional process simulation: Simulates real-world operational processes, materials, positions, and parameters to support realistic, repeatable skill development in a virtual environment.
Outcomes	Enabled VR-based welding training to be delivered as an integrated component of accredited coursework, supporting consistent instruction and repeatable practice across distributed education and workforce training locations. The program achieved 95% adoption, demonstrating strong student engagement and institutional acceptance. OcuWeld is deployed at scale across StrataTech's network and, in partnership with Meta, supports rollout to more than 12,000 VR headsets, enabling standardized training delivery across a national footprint.
Timeline	Delivered through phased development and pilot deployments, followed by active rollout across StrataTech's national training network to support large-scale adoption.
Contact	Alex Declair, Director of Corporate Development Operations, StrataTech Education Group Alex.declair@stratatech.com



RELEVANT EXPERIENCE: GLOBAL GROUND SUPPORT

OPERATIONAL VARIABILITY AT SCALE

The Global Ground Support Aircraft Deicer Training Simulator demonstrates ForgeFX's experience delivering enterprise-grade immersive training systems deployed across both commercial aviation and U.S. Government training environments. The simulator, available in both VR and flatscreen, is used by airline operators, airport ground handling organizations, and government aviation programs to train deicing personnel in realistic operational conditions.

Client & Project Name

Global Ground Support Aircraft Deicing Training Simulator, deployed to commercial aviation operators, airport training centers, and U.S. Government aviation programs.

Scope Delivered

Software and Real-World Control Integration. Design and development of a variability-driven training simulator for aircraft deicing operations, including instructor administrative tools for scenario configuration, session control, and performance monitoring.

Key Features

- **Offline-capable deployment:** Operates without continuous internet connectivity, supporting secure and remote training environments.
- **High-variability scenario generation:** Configurable aircraft types, deicer models, weather conditions, fluid types, time-of-day, and operational modes enable millions of unique training permutations while preserving instructional intent.
- **Instructor and administrative control tools:** Provides instructors with an admin control panel for scenario configuration, session management, performance review, and training oversight.
- **Operationally realistic simulation:** High-fidelity replication of aircraft deicing operations, including spray booms with fluids dynamics and real-world physics, supports realistic decision-making under operational conditions.
- **Performance tracking and after-action review:** Captures operator actions and training outcomes to support instructor-led debriefs and continuous improvement.
- **Single-user and multi-user modes:** Supports individual practice & instructor-led training sessions.

Outcomes

Enabled scalable, standardized deicer training for commercial and U.S. Government aviation operators, with deployment across airline training programs, airport operations training facilities, and U.S. Government aviation training environments. The simulator reduced reliance on live aircraft and hazardous weather conditions while supporting consistent evaluation and instructor oversight at scale. Industry benchmarks show multi-million-dollar cost savings through reduced fluid usage, lower equipment wear, and improved operational efficiency.

Timeline

Delivered through phased design, development, and deployment, with operational fielding and continued use across commercial aviation and U.S. Government training environments.

Contact

Melissa Shriver, Vice President of Business Operations.
mshriver@global-llc.com



SOLUTION OVERVIEW

With more than 20 years of experience developing custom training simulators, ForgeFX brings deep expertise and a proven ForgeSim Framework used across enterprise and government programs. Leveraging this foundation, ForgeFX will deliver a unified, offline first VR training system for Walden Security that integrates X-ray screening, manual screening, and escalation scenarios within a single continuous experience, designed for secure and scalable deployment.

SYSTEM ARCHITECTURE OVERVIEW

BUILDING ON THE FORGESIM™ FRAMEWORK

ForgeFX's proposed solution is built on the ForgeSIM™ Framework, a modular simulation architecture used across enterprise and U.S. Government training programs. ForgeSIM™ separates core simulation logic, device behavior, scenario execution, and evaluation into distinct layers, enabling controlled variability, instructor oversight, and offline deployment without re-architecting the system.

Walden's screening solution will be implemented as a configured application layer on top of this framework, ensuring architectural consistency while supporting Walden Security's specific operational workflows and long-term training needs. Examples of ForgeSIM™ Modules include:



- **ForgeSim™ CORE:** Provides the reusable application foundation that governs scenario flow, user interaction, and training logic, enabling consistent execution of workflows across equipment and locations.



- **ForgeSim™ CONNECT:** Transforms real-world equipment designs and behaviors into interactive virtual devices, supporting photo-realistic representation and accurate software-driven equipment behavior so trainees practice authentic device workflows and interpret outputs under varied conditions.



- **ForgeSim™ CONTROL:** Enables integration between the virtual training environment and physical equipment interfaces, supporting training with real devices present while preserving correct interaction patterns.



- **ForgeSim™ GATHER:** Supports coordinated instructor and trainee participation through multi-user session capability, enabling instructor-led training and remote instruction while maintaining synchronized oversight across distributed locations.



- **ForgeSim™ TRACK:** Captures granular user actions and higher-level performance metrics to support objective evaluation, instructor review, After-Action Review, and data export for reporting or compliance needs. To support secure deployment and device lifecycle management at scale, ForgeFX partners with ArborXR for headset provisioning, application distribution, updates, and mobile device fleet management.



SYSTEM ARCHITECTURE

TECHNICAL DETAILS

ForgeFX will deliver a unified, standalone VR training system that integrates Post 1 (X-ray screening), Post 2 (manual screening), and escalation scenarios including active intruder response within a single continuous training experience. Officer trainees progress naturally through screening workflows by analyzing X-ray results, escalating to manual screening when required, and responding to emergent threats without breaking session continuity.

Technical Platform: ForgeFX will develop the training application using Unity 6.3 LTS and the Universal Render Pipeline (URP), which will provide long-term stability and predictable performance. The solution targets enterprise grade standalone VR headsets and is optimized for sustained performance and battery efficiency during extended sessions.

All simulation logic including rendering, interaction, AI behavior, and data capture runs locally on the headset to eliminate runtime dependencies on network connectivity. The architecture is designed to support commercial deployment, including compatibility with mobile device management which includes, controlled content distribution, and scalable rollout across multiple locations.

A training session begins when the first character scenario is presented and ends only after a scenario completes and the session's completion condition is met. Sessions may complete based on a fixed number of scenarios, a fixed duration, or a simple hybrid model that allows the session to continue beyond the time limit, if necessary (e.g., active intruder), until the required number of scenarios has been completed, and never ends mid-scenario.

Training data is encrypted and stored locally on each device in a secure local record store. A single headset can retain numerous completed sessions without connectivity. When a network connection becomes available, completed sessions are automatically queued for upload and synchronized to a centralized reporting system. Server-side validation and unique session identifiers help prevent duplicate uploads and maintain data integrity.

Headset Selection: ForgeFX is device-agnostic and selects hardware based on training requirements, reliability, and deployment constraints. For this program, we recommend the HTC Vive Focus 3 headset due to its strong enterprise positioning, commercial support model, and flexibility for offline, distributed training environments. If cost or procurement considerations require an alternative, the Meta Quest 3 is a viable option and provides strong technical performance for VR training use cases. Final headset selection will be aligned collaboratively based on cost, availability, and long-term operational considerations.

Post 1: X-ray Screening: In Post 1, officers operate a functional virtual X-ray screening station modeled on real world equipment. The system supports adjustment of imaging parameters including contrast and zoom, analysis of bag contents, and direct flagging of suspicious items on the X-ray display.

Bags are generated using a procedural system drawing from an item library of approximately 150 to 200 objects across electronics, clothing, liquids, tools, weapons, and contraband. Items are placed using packing logic that produces realistic layering, clutter, and concealment. Threat frequency and concealment complexity are configurable through difficulty settings.

Active intruder events may be introduced at any point during a session based on configurable probability parameters. Audio and visual cues alert the officer, requiring an immediate transition from screening operations to threat response. During these events, the system captures recognition timing, weapon draw timing, and response sequencing for performance evaluation.

Post 2: Manual Screening: Post 2 covers manual screening procedures including walk through metal detector (WTMD) monitoring, handheld metal detector (HHMD) scanning, and pat down techniques.

SYSTEM ARCHITECTURE

TECHNICAL DETAILS

Officers manage subject flow, interpret detector alarms, direct secondary screening, and perform pat downs using hand tracking to assess coverage completeness and procedural accuracy.

AI controlled subjects exhibit a range of behaviors including cooperative, nervous, distracted, confused, resistant, and aggressive. Subjects respond dynamically to officer commands and actions, requiring real time adaptation of officer approach and interaction strategy.

Active intruder scenarios are integrated into Post 2 using context appropriate triggers such as queue escalation, checkpoint bypass attempts, and external threat alerts. Officer responses are evaluated using the same performance measurement and telemetry framework applied in Post 1 to ensure consistent scoring.

3D Art Asset Creation and Optimization Approach ForgeFX follows a structured art asset creation process designed to deliver training-ready virtual equipment and environments that balance realism, performance, and long-term maintainability. Assets are developed to support operational accuracy, user comfort, and consistent performance on standalone VR hardware rather than purely visual detail.

Where available, ForgeFX incorporates client-provided reference materials, including photos, videos, SOPs, layouts, and manufacturer CAD or engineering files. These inputs inform asset accuracy but are not used directly in runtime form. All assets pass through a dedicated VR optimization pipeline to ensure stable frame rates, visual clarity, and offline reliability. Industry-standard tools such as Autodesk Maya, Blender, Adobe Substance 3D, and Unity are used throughout development. Final deliverables include full source assets to support ownership & maintenance.

Virtual Environments: The base scope includes two screening environments representing common Walden Security deployment contexts, such as corporate lobby checkpoints or government facilities (each approximately 5000 sq ft in size). Environments are designed to support realistic screening workflows and may include elements such as controlled entry points, queue management areas, X-ray screening stations, walk through metal detectors, and secondary screening zones, as appropriate to the operational setting.

Environments will be developed using Walden provided reference materials and validated against real world screening layouts and procedures. Each environment includes realistic props, signage, lighting conditions, and spatial layouts to support authentic officer movement and decision making. Additional environments may be developed as optional add-ons and incorporated into the system without architectural changes.

Virtual Equipment Assets: For this project, ForgeFX will create interactive virtual equipment of the X-ray Screening system, the Walk-through Metal Detector (WTMD), the Hand-held metal Detector (HHMD), the Glock 9 mm weapon, and all associated interfaces and controls that reflects the appearance, layout, and operational behavior of real-world screening systems used by officers. When CAD data is available, it is treated as a starting point and reworked through geometry simplification, topology cleanup, and texture baking to create VR-ready assets.

Interactive behaviors such as control inputs, indicator lights, alarms, and system responses are implemented within Unity and reviewed against provided SOPs to ensure alignment with real-world screening procedures. Equipment assets support accurate telemetry capture for scoring and after-action review and are delivered as editable source files as part of the final handoff.

CASE STUDY: CATERPILLAR

The All-Access Pass Experience Simulator that ForgeFX developed for Caterpillar includes both North America and Mexico terrains, allowing the user to train with different environmental conditions, visibility factors, and construction material.



SYSTEM ARCHITECTURE

TECHNICAL DETAILS

Controlled Variability and Scenario Randomization: ForgeFX will implement a Dynamic Scenario Engine to introduce controlled variability across subject appearance, clothing, carried items, arrival timing, bag contents, alarm conditions, environmental stressors, and escalation triggers. AI driven NPCs operate using a utility-based behavior model that evaluates contextual factors such as officer proximity, issued commands, and scenario role to determine responses.

This permutation-based approach produces emergent behavior rather than rigidly scripted sequences, generating unique training sessions while preserving instructional consistency and enabling comparable scoring and evaluation across trainees. Variability is governed through weighted rules and instructional guardrails to ensure required learning objectives, stress bounds, and evaluation criteria are met for each session.

Audio Narration and Sound Design: ForgeFX will implement audio narration and environmental sound design to support learning effectiveness, realism, and accessibility. Narration is used during onboarding and practice phases to reinforce SOPs and screening logic, reducing reliance on written text and accommodating different learning styles. As scenarios progress, audio shifts to situational cues such as ambient noise, alarms, and verbal distractions that act as controlled stress inducers. Audio levels and narration are configurable by instructors to align with training objectives. ForgeFX typically leverages professional AI voice services, such as WellSaidLabs, while retaining flexibility to substitute equivalent solutions based on customer preference, licensing requirements, or long-term support considerations. All audio assets operate fully offline and support scoring and after-action review workflows.

User Interface and Workflow Design: ForgeFX will implement the user interface using proven design patterns from large-scale frontline training programs. Training workflows mirror real-world screening tasks, placing prompts, indicators, and controls where officers expect them rather than in abstract VR menus. Visual guidance is contextual and configurable, allowing the same experience to support guided instruction, assessment, or refresher use. Instructor and administrative functions are accessed through a separate interface, keeping officers focused on screening. All interface elements are optimized for VR readability and comfort, including those with glasses.



CASE STUDY: TRUMPF TRULASER 2030

In the training simulator ForgeFX developed for the TRUMPF Group, hand tracking plays a crucial role by allowing the trainee to employ precise hand movements to manipulate small machine components.

Hand Tracking and Interaction Methods: ForgeFX will implement interaction methods that prioritize realism, reliability, and consistent performance evaluation. Where supported by the selected hardware, hand tracking enables natural interaction with virtual equipment and screening tasks. Interaction fidelity is outcome-accurate, reinforcing correct sequencing and resolution rather than physics-level simulation. Where hand tracking is not optimal, alternative interaction methods are used without impacting scoring consistency or outcomes.

NPC Implementation: The solution will include a defined set of six 3D character avatars used to present screening scenarios and interactions. NPC behavior and dialogue are driven by a controlled library of scripted actions and responses aligned to training objectives. NPC speech is delivered using pre recorded voice assets.

Trainee interactions with NPCs are handled through structured, menu driven response selections. NPC behavior logic is implemented using a deterministic, rule-based decision model that ensures predictable, testable outcomes suitable for training and evaluation. This approach avoids reliance on non-deterministic neural networks or generative AI and supports consistent instructional delivery and scoring. NPC behavior selection is governed by scenario context and variability rules to support realistic variation while maintaining evaluable outcomes.



SYSTEM ARCHITECTURE

TECHNICAL DETAILS

Stress Inducers: Stress is introduced through configurable scenario elements designed to reflect operational pressure conditions encountered during real world screening. Stress inducers include adjustable difficulty levels, NPC behavior profiles ranging from cooperative to agitated or erratic, time-based pressure through task sequencing and optional countdown elements, and environmental stressors such as dynamic audio cues, crowd noise, alarms, and lighting effects.

Difficulty settings govern threat frequency, behavioral complexity, and escalation likelihood, allowing scenarios to progress from guided training conditions to high stress assessment modes. Stress elements are applied in combination with controlled variability rules to ensure scenarios are instructionally valid and aligned with defined learning objectives.

Escalation, Weapon Use, & Performance Tracking: Escalation scenarios are governed by the same runtime variability and rule enforcement architecture described above, ensuring escalation remains instructionally controlled and evaluable. ForgeFX will implement escalation scenarios as controlled, gated scenario paths within the training system. When an active intruder scenario occurs, officers transition to weapon response using supported physical weapon replicas using mounted controllers. Each training kit includes two Ace XR Arctus handsets, Glock-profile VR pistol replicas. The handsets mount the VR controller internally for full tracking of draw time, aim direction, and trigger activation. Each weapon is paired with a Kydex outside-the-waistband training holster, enabling trainees to practice realistic holster-to-ready transitions during escalation scenarios.

Performance Data & Export: The system will capture actions, timing, decision points, and outcomes for each session. The data necessary to support After-Action Reviews will be generated in-app. CSV export will support LMS integration and compliance reporting without requiring connectivity at the time of export.

Instructor Review Workflow: Training sessions generate local After Action Review artifacts and CSV files on each headset. Files are transferred to an instructor device using a wired local connection to a Windows based computer for review and record keeping. Real time remote monitoring and scenario authoring tools are not included in the base scope, preserving system simplicity and ensuring consistent offline operation across deployment locations.

Asset Handoff: ForgeFX will provide a complete and verifiable asset handoff to support long-term maintenance of the VR program by Walden Security or a designated third party. Upon final acceptance, ForgeFX will deliver the full source repository, supporting assets, and documentation via a secure repository transfer or encrypted archive, including a manifest of files, versions, and applicable third-party licenses.

Device Management and Deployment with ArborXR: In collaboration with ArborXR, we will provide Walden Security the means manage and deploy headsets to support centralized control, secure configuration, and scalable rollout across Walden Security training locations. ArborXR enables device provisioning, application distribution, and fleet management while preserving the offline first training architecture.

Training applications run fully offline during sessions, with data stored locally and synchronized automatically when connectivity becomes available. Kiosk mode restricts headsets to approved applications and prevents unauthorized configuration changes. Applications can be remotely deployed, version pinned, updated, or rolled back across the device fleet without physical device retrieval.

ArborXR provides centralized visibility into device inventory and status across locations and supports employee ID based session entry to associate trainees with scoring and After Action Review data in offline environments.

The ArborXR platform is SOC 2 Type II audited and supports encryption at rest and in transit, role based administrative access, multi factor authentication, and signed application packages. Walden Security retains full ownership of all training and session data, with support for export, retention management, and secure deletion.



SCOPE ALIGNMENT

This section provides a requirement-by-requirement alignment between Walden Security's RFP and ForgeFX's proposed solution. Each subsection describes if the requirement is addressed within the base scope of the proposed system and references the corresponding page of the proposal the requirement is detailed to demonstrate full compliance and implementation readiness.

SCOPE ALIGNMENT TABLE

All functional, technical, and hardware requirements identified in the RFP are included in the proposed base scope unless explicitly noted. Detailed implementation is described in the Technical Approach and Project Plan sections of the proposal.

RFP Requirement	Included in Base Scope	Proposal Page Where Addressed
Single VR training program	Yes	P. 12
Two operational roles (Post 1 and Post 2)	Yes	p. 12-13
Active intruder scenarios	Yes	p. 12–13
High variability between sessions	Yes	p. 14–15
Realistic environments with signage and props	Yes	p. 13
Equipment replicas (X-ray, WTMD, HHMD, weapons)	Yes	p. 13
Hand tracking (primary) with controller (secondary)	Yes	p. 14
Scenario variability and randomization	Yes	p. 14
Stress induction mechanisms	Yes	p. 15
Weapon usage with telemetry and response tracking	Yes	p. 15
Session completion models (count-based, time-based, hybrid)	Yes	p. 12
Instructor view and admin features	Yes	p. 15
After-Action Review (AAR)	Yes	p. 15
Performance Scoring	Yes	p. 15
CSV data export	Yes	p. 15
LMS-ready compliance records	Yes	p. 15
Full offline operation	Yes	p. 12
Secure local storage and deferred sync	Yes	p. 12
Accessibility features	Yes	p. 21
Non-tethered headset	Yes	p. 12
Weapon accessories (replica or dry-fire insert)	Yes	p. 15 & Excel file
Training kits and required accessories	Yes	Excel file
Mobile Device Management (MDM)	Yes	p. 15
Device provisioning, updates, and monitoring	Yes	p. 15
Security and privacy controls	Yes	p. 12
Update and change management	Yes	p. 15
Post-warranty support options	Yes	p. 21-22
Required deliverables and acceptance testing	Yes	p. 20, 22

COMPLIANCE QUESTION TABLE

Are you bidding on Software, Hardware, or Both?	Both. ForgeFX is bidding as the prime for software, with headsets and mobile device management provided via our partnership with ArborXR.
Can you deliver a VR program that meets requirements stated within this RFP? If not, which requirements and why?	Yes. ForgeFX can deliver a VR training program that meets all requirements stated within this RFP. The proposed solution is well aligned with ForgeFX's core capabilities and experience delivering immersive training systems of similar scope and complexity.
Will the program operate offline as specified? List any functions that require connectivity.	Yes. All core training functionality operates offline, including scenario execution, user interaction, scoring, and session data capture. Connectivity is only required for administrative functions such as content updates, device management, and synchronization or export of training data when available.
Will you use AI controlled NPCs to help create variability and induce stress? If not, how will you create variability and induce stress?	Yes. The program uses AI-controlled NPCs implemented with traditional rule-based logic (e.g., decision trees and state machines), not non-deterministic neural networks or generative AI. Variability and stress are introduced through governed changes in NPC behavior, timing, escalation paths, environmental conditions, and scenario parameters, ensuring repeatable, controllable training outcomes while preventing pattern memorization.
Can you provide a demo upon request to show offline operation and variability?	Yes. ForgeFX can provide a demonstration upon request that shows offline operation and controlled scenario variability using representative content.
What other features do you recommend that we have not listed?	Optional enhancements that may further support training effectiveness include a scenario and level builder for instructor-configured content, in-application AI subject matter expertise, networked multi-user training, support for dry fire weapons integration, and web-based administrative dashboards with usage analytics (e.g., ArborXR Insights).
Do you support hand tracking? If not, what is your alternative interaction method?	Yes. The program supports native hand tracking as the primary interaction method where supported by the selected headset. Tracked controllers are supported as an alternative interaction method to ensure usability and continuity across different environments and use cases.
Can you export completion data in CSV using the fields listed? Do you support API push?	Yes. Training completion and performance data can be exported in CSV format using the specified fields. API-based data push is supported for integration with external systems where required.
Will headset comfort for users with glasses be met with included accessories in the base kit?	Yes. The base hardware kit includes headset configurations and fit accessories designed to support comfortable use with glasses. Additional fit options can be accommodated as needed through the hardware provisioning process.
Do you require any platform or runtime fees to operate the program? If none, state "None."	None for the training application. ForgeFX's software does not require any platform or runtime fees to operate.
Do you agree to perpetual internal use rights and asset handoff terms previously stated?	Yes. ForgeFX agrees to the perpetual internal use rights and asset handoff terms as previously stated for the custom training software and project-specific assets developed and delivered under this engagement.
Can you meet the September 2026 pilot start constraint? List risks and mitigations if tight.	Yes. Assuming the start date of March 1, 2026, ForgeFX can meet a September 2026 pilot start. Schedule risk is primarily associated with content scope definition and stakeholder review timing. These risks are mitigated through phased delivery, early prototyping, and regular milestone reviews to maintain schedule alignment.

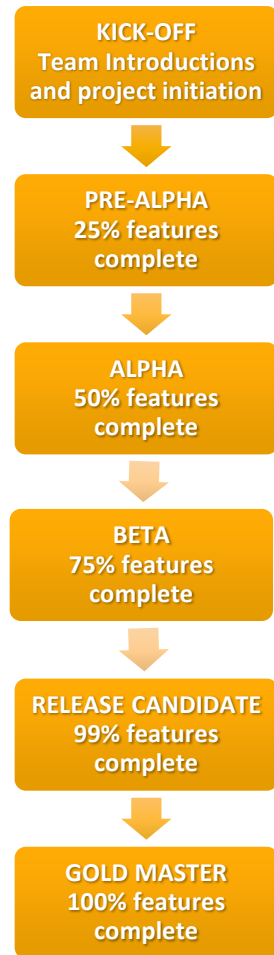


PROJECT PLAN

In over two decades of working with clients, we've found that an agile, iterative, and transparent development process works best. We provide our clients visibility into every step of the development process, including features as they are being developed. This allows for quick course-corrections and ensures that development stays headed in the right direction.

PROJECT PLAN

PHASED PRODUCTION



The phased milestones shown represent the program's formal development deliverables, with each phase culminating in a reviewable build and defined acceptance criteria aligned to feature completeness and readiness.

ForgeFX will execute this program using a structured, milestone-driven development process that combines agile iteration with formal schedule and quality controls. This approach is designed to reduce risk, provide early validation with subject matter experts, and ensure pilot readiness by the September 2026 delivery milestone. A high-level Gantt chart on page 22 accompanies this plan and reflects the phases, milestones, and anticipated deliverables described below.

Phased Development and Schedule Control: Development is organized into clearly defined phases, each with specific objectives, deliverables, and acceptance criteria. ForgeFX establishes a baseline project schedule at kickoff and tracks progress using Gantt-based scheduling and milestone reviews. Progress is monitored at both the phase and feature level, enabling early identification and communication of schedule risks, dependencies, and variances so adjustments can be made without impacting delivery commitments.

Agile Execution and Incremental Builds: ForgeFX employs an agile, sprint-based development model to deliver functional software increments on a regular cadence. Short, time-boxed sprints include planning, implementation, testing, and review, with a working build delivered at the conclusion of each sprint for stakeholder and SME review. This iterative approach enables early validation of training flows, interactions, variability, and scoring, reducing rework and minimizing late-stage risk.

Subject Matter Expert Integration and Build Reviews: Subject matter expert participation is integral to the success of the program, and SMEs are embedded throughout the development lifecycle rather than consulted only at the beginning or end. SME engagement occurs during requirements validation, scenario development, and milestone-based build reviews to confirm procedural accuracy, instructional intent, and operational realism. Feedback is formally captured, prioritized, and incorporated into subsequent sprints to ensure continued alignment with training objectives as the system evolves.

Quality Control and Readiness Assurance: Quality assurance is conducted throughout the development process, with identified issues and change logs included in regular sprint releases. Automated tests are developed and utilized in conjunction with feature development to ensure system stability and facilitate the identification of regressions as the program evolves. Prior to release at major project milestones, the release undergoes a comprehensive review to assess its overall completeness and readiness.

PROJECT PLAN

TRAINING & CHALLENGES

ForgeFX will deliver a role-based training simulator program designed to support effective adoption, independent operation, and long-term sustainment of the VR training system. Training will be structured to match how each user group interacts with the system and will be delivered through a combination of immersive in-application training and in-person instruction.

Operator Training (In-Headset): Operator training will be provided directly within the VR application through immersive, in-headset interactive training module that provides users with instructions on how to use the simulation application. This tutorial will serve as an on-boarding and reference tool designed to quickly help users learn 15 of the basic interaction concepts used throughout the simulator. This approach enables self-paced learning, reduces reliance on external instruction, and supports consistent onboarding across users and locations. ForgeFX will also provide a written user guide, installation, and troubleshooting guide.

Instructor and Administrator Training (In-Person): Instructor training will be provided in person and will focus on the practical operation of the training system in a classroom or operational setting. Each training will consist of one instructor-led session (maximum of 3 hours). Instructor training emphasizes hands-on use of the system and prepares instructors to confidently lead sessions and support trainees without ongoing technical assistance. Administration training ensures providers can independently manage hardware, support instructors, and maintain system readiness.

Instructor Training Topics

- Session setup and execution
- Trainee management and oversight
- Scenario flow and variability behavior
- Performance review and After-Action Review (AAR) workflows
- Best practices for classroom deployment and pacing

Administrator Training Topics

- Headset setup and configuration
- Deployment and device readiness workflows
- Offline operation and data handling
- Data transfer and CSV export processes
- Basic troubleshooting and operational maintenance

Instructor and administrator documentation will include guidance for safe room setup, boundary configuration, and minimum play-area requirements to support secure and comfortable training.

ForgeFX designs immersive training systems to support non-technical users through intuitive interaction patterns, consistent control schemes, and in-application cues that minimize cognitive load and allow operators to focus on task execution and decision-making.

To reduce motion discomfort, fatigue, and accessibility barriers during use, the system incorporates the following design and engineering practices:

- **Stable, high frame-rate performance** across supported hardware to minimize latency and visual judder
- **Selective vignetting** during movement or high-motion events to reduce peripheral visual strain
- **Limited artificial locomotion**, favoring natural head and hand movement
- **Predictable camera behavior** with no unexpected acceleration or rotation
- **Modular session design** that supports natural breaks and reduces neck and arm fatigue
- **Redundant visual cues** using shape, iconography, contrast, and spatial placement rather than color alone
- **Audio and spatial cues** to reinforce critical visual information
- **Headset fit and balance guidance** to support comfortable use with or without glasses.

PROJECT PLAN

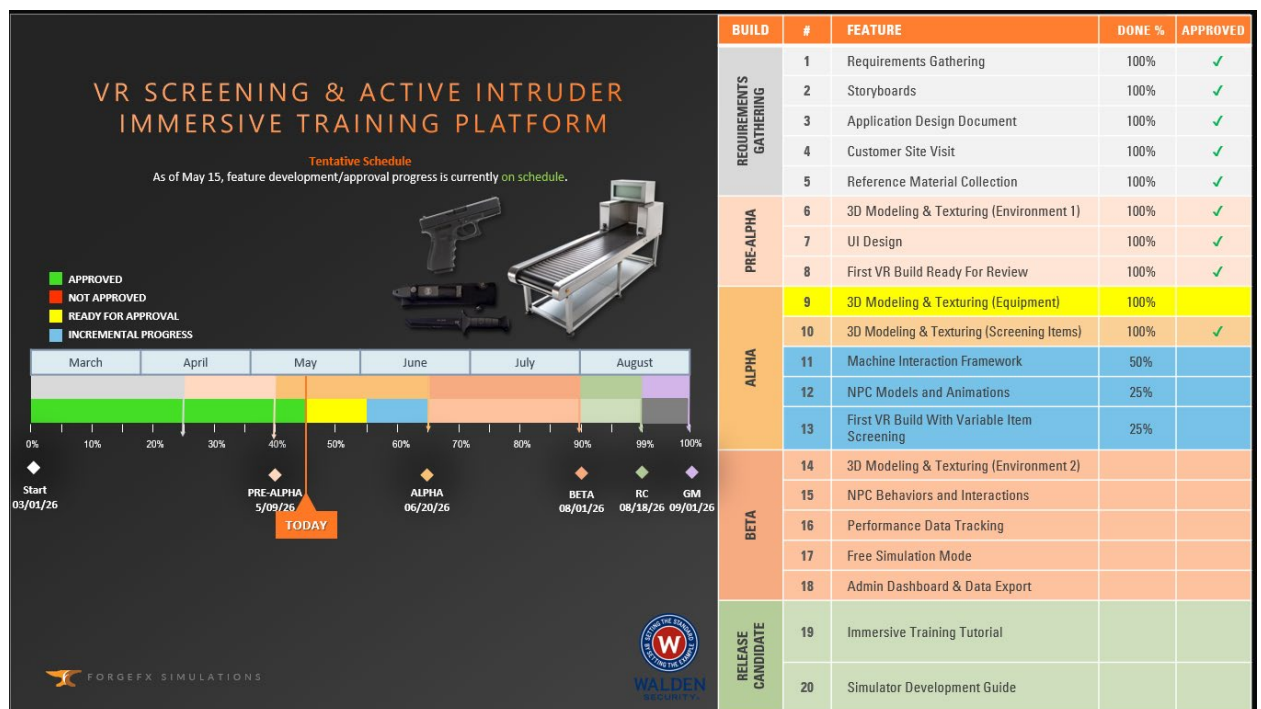
SCHEDULE

ForgeFX will execute the Walden Security VR Screening and Active Intruder Training Program using a phased delivery schedule designed to support early validation, controlled iteration, and a successful pilot launch in September 2026.

The high-level Gantt chart and accompanying phase summary table on this page illustrate the planned sequencing of work, major milestones, key outputs, and the anticipated progression of development across phases.

Dates, progress indicators, and status markers shown represent planning assumptions and illustrative examples of how schedule progress will be tracked. Upon contract award, ForgeFX will finalize the detailed project schedule and phase-level Gantt chart in collaboration with Walden Security and present the approved baseline schedule at project kickoff.

During execution, ForgeFX will manage development using time-boxed sprints and will reference the approved Gantt chart to track progress against the baseline schedule. Sprint-level progress and milestone completion will be used to demonstrate adherence to the plan, identify risks early, and ensure the program remains aligned with the September 2026 pilot start.



Dates and progress indicators are illustrative planning assumptions, with the finalized schedule and phase-level Gantt chart to be confirmed with Walden Security at project kickoff.



WARRANTY, SUPPORT, SLAs PLAN

WARRANTY, SUPPORT & SLAs

DETAILS

ForgeFX provides a structured warranty, support, and service-level framework designed to ensure reliable operation of the VR training program during pilot deployment and ongoing use. This framework defines warranty coverage, response expectations, and post-warranty support options while establishing clear boundaries between maintenance and new development.

Software Warranty: ForgeFX provides a ninety (90) day operational integrity warranty beginning at final acceptance of the VR training program. During the warranty period, ForgeFX will correct software defects that materially impact program stability, offline operation, scoring accuracy, or required data exports at no additional cost. The warranty applies to the custom VR software requirements and deliverables and does not include enhancements, scope changes, or feature additions.

Optional Post-Warranty Software Support and Maintenance: ForgeFX establishes customer ownership of the delivered training system, with minor fixes supported over the life of the program through an optional post-warranty support and maintenance agreement to ensure continued reliability and operational readiness. Post-warranty support is provided only while an active support agreement is in place and may be delivered through either a retainer-based support agreement or time-and-materials support billed at vendor-supplied rates.

Minor fixes are limited to defect corrections and small adjustments that restore the program to its originally accepted functional state and do not materially alter scope, instructional intent, or system architecture.

Examples of minor fixes include:

- Bug fixes affecting program stability or performance
- Corrections related to scoring accuracy or telemetry capture
- Fixes for offline operation or CSV export integrity
- Compatibility fixes for supported headset firmware or operating system updates
- Performance tuning that does not alter instructional flow or scenario logic

Post-warranty support and maintenance:

- Technical troubleshooting and issue diagnosis
- Correction of software defects
- Minor compatibility updates for supported devices and operating systems
- Quality assurance and regression testing associated with fixes
- Assistance related to offline operation, session completion, and data export workflows
- Coordination with third-party platform providers (e.g., headset OEM or MDM vendors)

Software Coverage Support Hours: Monday through Friday, 9:00 a.m. to 5:00 p.m. Pacific Time, excluding U.S. federal holidays. Issues reported outside standard hours are logged and triaged on the next business day unless covered under an active support agreement with defined escalation terms.

Severity Level	Description	Initial Response Target
Severity 1 – Critical	Program inoperable; training cannot proceed; data loss or corruption	1 business day
Severity 2 – High	Major functionality impaired	2 business days
Severity 3 – Medium	Limited impact; non-blocking defect	3 business days
Severity 4 – Low	Cosmetic issues, usability feedback, documentation	Based on availability

WARRANTY, SUPPORT & SLAs

DETAILS

Post Warranty Software Major Changes, Updates, or Fixes: Building on the baseline system delivered and supported through minor fixes, major software work encompasses changes, updates, or fixes that extend beyond the originally accepted configuration. In general, fixes restore existing functionality, updates enhance or extend capabilities within the original instructional intent, and changes introduce new scope, behaviors, or architectural elements. Major software work is distinct from minor fixes and is addressed through separately scoped and authorized effort. Examples of major software work includes:

- Addition of new training roles, scenarios, environments, or locations
- Expansion of instructional scope or changes to scoring models, evaluation criteria, or reporting structures
- New system integrations or data connectivity (e.g., API-based integrations or LMS connectivity)
- Support for new headset models or hardware classes not originally specified
- Introduction of new behaviors, interaction methods, or variability systems beyond the approved design

Major software changes and updates are typically delivered on a firm fixed-price basis. ForgeFX will provide a detailed statement of work defining scope, schedule, and cost for review and approval prior to initiating any major software effort and does not proceed based on assumed level of effort.

For RFP compliance and estimation purposes only, ForgeFX provides an average blended hourly rate in the rate card; however, this rate is used solely as a reference for budgeting and comparative evaluation, and not as a commitment to time-and-materials delivery.

All HTC Vive headsets (or equivalent) included in this solution are covered by the manufacturer's standard one-year warranty, which covers defects in materials and workmanship and includes access to enterprise-level support services.

Additional hardware protection options, extended warranties, replacement services, and enhanced support tiers are available through ArborXR and can be provided upon request.



EXCEPTIONS

This section identifies specific clarifications and exceptions to the RFP requirements, where applicable, and describes ForgeFX's proposed approach to meeting the underlying intent of each requirement.

EXCEPTIONS

Exceptions are the assumptions embedded in our proposal that define the boundaries of scope, pricing, and deliverables. Where a specific count, method, or constraint has been assumed, it is listed here so both parties share a clear understanding of what this investment includes and what falls outside it.

1. NPC Scope. Pricing includes six 3D character models sourced from professional asset marketplaces, not hand-modeled to custom specifications. Voice lines are pre-generated using text-to-speech services with six distinct voice profiles; speech is not synthesized in real-time. Lip synchronization is implemented at a level appropriate for training effectiveness, not cinematic quality. Additional characters, custom modeling, or enhanced lip sync are available as separately priced options.

2. NPC Intelligence. NPC interactions use menu-driven dialogue where trainees select from predefined response options, not open-ended natural language processing. Behavior follows deterministic rule-based logic (if/then decision trees), not machine learning or neural network models. The system does not include subjective-reasoning capacity to detect or flag inappropriate player actions; behavior is recorded for instructor review but not evaluated in real-time for misconduct or sentiment.

3. Instructor and Admin Tools. The system supports CSV data export and instructor after-action review, not real-time session control. There is no live monitoring of active sessions and no ability to intervene mid-scenario. The application operates locally on the VR headset or connected device without internet connectivity. New custom scenario authoring tools and real-time scene control are not included; configuration uses preset options. Live monitoring and authoring tools are available as optional add-ons.

4. Training Structure. The primary training experience is free open-ended simulation mode with randomized scenarios. Session completion criteria (count-based, time-based, or hybrid) will be finalized during design with tunable instructor parameters.

5. Data and Language. Session data exports as CSV files per the client-defined schema. API push to external systems is available as an add-on; scope and pricing would be defined collaboratively. All software, UI, NPC dialogue, and documentation are delivered in English only. Localization to additional languages is also available as an add-on with scope and pricing defined collaboratively.

6. Hardware and Physical Simulation. Pat-down and wand evaluation uses spatial zone tracking or equivalent approach to verify body area coverage, not gesture recognition or pressure detection. The weapon peripheral is a commercially available VR-compatible controller mount, not a custom-fabricated device. Holster draw time is not captured unless the selected peripheral includes an integrated sensor. Physical contact sensation is not simulated; no haptic or force-feedback hardware is included.

7. Delivery and Dependencies. The September 2026 pilot pricing assumes the client provides reference materials (facility photos, SOPs, equipment specs, CAD files, etc.) within 30 days of contract execution. Delays in receiving materials may impact the project timeline.

8. Third-Party Components. The solution will incorporate commercially available third-party asset packs for non-core visual content, including (but not limited to):

- Human character models used to represent screening subjects and bystanders
- Prop models representing common personal items (e.g., bags, electronics, clothing, benign objects, and threat items) used within the X-ray and manual screening workflows

These assets will be sourced under standard commercial licenses that permit royalty-free runtime redistribution as part of a compiled application (e.g., Unity Asset Store EULA or equivalent). Third-party assets will be used strictly as replaceable visual content and will not be required to operate, extend, or maintain the core training logic, scoring systems, AI behavior, or data pipeline. A complete inventory of third-party assets used, including publisher, version, license type, and redistribution rights, will be provided at final delivery as part of the asset handoff manifest.



TERMS & CONDITIONS



Development Agreement

This Independent Contractor Agreement is entered into as of **Month Day, Year**, between **Company Name** located at **Company Address** and **ForgeFX, LLC** located at 2109 N Street, Suite N | Sacramento, CA 95816.

1. Independent Contractor.

Subject to the terms and conditions of this Agreement, **Company Name** (“**Nickname**”) hereby engages ForgeFX LLC (“ForgeFX”) to perform the services set forth herein and defined as the “The Product” and titled “**Project Title**,” and ForgeFX hereby accepts such engagement.

2. Duties, Term, and Compensation.

ForgeFX’s duties, term of engagement, compensation and provisions for payment thereof shall be as set forth in the Budget and Schedule sections of this document, which may be amended in writing from time to time or supplemented with subsequent estimates for additional services to be rendered by ForgeFX and agreed upon by **Company Name**, and which collectively are hereby incorporated by reference.

3. Scope of Performance.

Company Name will provide ForgeFX with reasonable access to resources and information to allow them to develop The Product. This material will be considered Confidential Information and provided on an as necessary basis to perform the work under this Agreement, and ForgeFX accepts such limited access and acknowledges that access to the **Company Name** Property is provided only for performing the work under this Agreement.

4. Written Reports.

Company Name may request that project plans, schedules, progress reports, and a final results report be provided by ForgeFX via their online collaborative system which documents all aspects of The Project. Upon request, ForgeFX shall provide such reports in an alternative format acceptable to **Company Name**.

5. Conflicts of Interest.

ForgeFX represents that they are free to enter into this Agreement and that this engagement does not violate the terms of any agreement between ForgeFX and any third party. During the term of this agreement, ForgeFX shall devote as much of ForgeFX’s productive time, energy and abilities to the performance of ForgeFX’s duties hereunder as is necessary to perform the required duties in a timely and productive manner. ForgeFX is expressly free to perform services for other parties while performing services for **Company Name**.

6. Merger.

The merger or consolidation of **Company Name** or ForgeFX into or with any other entity shall not terminate this Agreement.



Development Agreement

7. Termination.

Company Name may terminate this Agreement at any time by providing 14 working days written notice to ForgeFX. In addition, if ForgeFX fails or refuses to comply with the reasonable directive of **Company Name**, engages in misconduct in connection with performance hereunder, or breaches any provision of this Agreement, **Company Name** at any time may terminate the engagement of ForgeFX immediately and without prior written notice to ForgeFX.

8. Duties upon Termination.

Upon termination of this Agreement for any reason, ForgeFX must return to **Company Name** all equipment, access, Confidential Information, and/or **Company Name** Property whether in tangible or electronic form, that ForgeFX was provided to perform the duties under this Agreement.

9. Independent Contractor.

This Agreement shall not render ForgeFX an employee, partner, agent of, or joint venture with **Company Name** for any purpose. ForgeFX is and will remain an Independent Contractor in ForgeFX's relationship to **Company Name**. **Company Name** shall not be responsible for withholding taxes with respect to ForgeFX's compensation hereunder. ForgeFX shall have no claim against **Company Name** hereunder or otherwise for vacation pay, sick leave, retirement benefits, social security, worker's compensation, health or disability benefits, unemployment insurance benefits, or employee benefits of any kind. Unless otherwise specified, ForgeFX shall be solely responsible for, and shall pay, all expenses incurred by ForgeFX in performing its duties under this Agreement. ForgeFX shall be solely responsible for, and shall pay its own workers' compensation and general liability insurance and waives any claim to eligibility under any **Company Name** health, welfare, defined benefit or defined contribution retirement plan, or any other benefit provided by **Company Name** to its respective employees; and ForgeFX shall be solely responsible for all employment, income and other taxes with respect to the ForgeFX commissions paid to ForgeFX pursuant to this Agreement. ForgeFX shall defend, indemnify and hold harmless **Company Name** from and against any liability arising out of a breach of this Section or ForgeFX's failure to comply with all tax laws applicable to its receipt of service provider commissions. Unless otherwise provided herein, ForgeFX shall not, and shall have no authority to, enter into any contract or commitment or incur any other obligation in the name or on behalf of **Company Name**. ForgeFX shall determine the best manner in which to perform ForgeFX's duties once assigned by **Company Name**.

10. Liability.

The work to be performed under this Agreement will be performed entirely at ForgeFX's risk. ForgeFX assumes all responsibility for the condition of tools, equipment, software and other items used in the performance of this Agreement. Up to, but not exceeding, the total Contractor compensation, ForgeFX agrees to indemnify, defend and hold **Company Name** harmless from any and all claims, judgments, damages, liabilities and costs (including – but not limited to – attorneys' fees and expert costs) caused by, arising out of, or in connection with The Products failure to provide the services rendered under this Agreement, including – but not limited to – any and all claims for infringement of patent(s) or other intellectual property in providing the Product or other services to **Company Name**.



Development Agreement

11. Warranty.

ForgeFX warrants to **Company Name** that for a period of ninety (90) days from the Final Delivery Date (the “Warranty Period”), the software shall operate in substantial conformity with the provided documentation. ForgeFX’s sole liability for any breach of this warranty shall be to use commercially reasonable efforts to provide **Company Name** with an error-correction or work-around that corrects the reported non-conformity, to replace the non-conforming software with conforming software.

12. Choice of Law.

The laws of the state of California, without regard to its conflicts of laws provisions, shall govern the validity of this Agreement, the construction of its terms and the interpretation of the rights and duties of the parties hereto. Disputes will be settled through arbitration in a neutral location, according to the rules of the American Arbitration Association.

13. Confidentiality.

It is likely that ForgeFX will learn of information that **Company Name** regards as confidential or sensitive. ForgeFX agrees to keep confidential this information and any other information that ForgeFX may acquire with respect to **Company Name**’s business, including, but not limited to information relating to **Company Name**’s products, customers, suppliers, pricing, costs, know-how, strategies, programs, processes, and practices (“Confidential Information”). This pledge to protect Confidential Information from disclosure will continue even after the termination of this Agreement. For purposes of this Agreement, the Product and its development, source code, and any and all related notes, documents, work papers, and analyses shall constitute Confidential Information. ForgeFX shall not, at any time, directly or indirectly disclose any Confidential Information to any Competitive Business, including – but not limited to – utilizing any Confidential Information to assist in any way in the provision of goods or services by ForgeFX to a Competitive Business. The terms set forth in this Section 13 shall be superseded by the terms of any non-disclosure or confidentiality agreement which the parties have executed or may execute in the future relating to the subject matter hereof.

14. Ownership Rights.

All writings and other works, excepting the ForgeSIM™ Simulation Engine as defined in the following section, but including and not limited to **Company Name**’s designs, trade dress, logos, products, pricing, costs, know-how, marketing and business strategies, as well as any and all programs, processes, and practices and all those relating to **Company Name**’s products, customers, computer programs, software, syllabuses, business plans, and all such similar creations, whether complete or incomplete, created by ForgeFX, either relating to the business of **Company Name** or relating to ForgeFX’s work for **Company Name**, during the course of employment shall be the exclusive property of **Company Name**, except that ForgeFX may take shared developer credit for the development of the Product so they can provide a reference to the work in order to provide limited examples of previous work in an online portfolio or featured case study, or to submit such work to industry competitions with the prior written consent of **Company Name**. To this end, all such works shall be considered “works for hire” which are owned by **Company Name**, including computer source code, within the meaning of 17 U.S.C. §101.



Development Agreement

To the extent that such works do not meet the definition of a “work for hire” pursuant to 17 U.S.C. §101, ForgeFX hereby assigns such works to **Company Name** and appoints **Company Name** with power of attorney to execute written assignments of copyright to place legal title in such works in the name of **Company Name**. ForgeFX hereby assigns to **Company Name** and/or the MANUFACTURER all of its right, title and interest in and to all Inventions. During the term of ForgeFX’s engagement by **Company Name** and at all times thereafter, upon request by **Company Name**, ForgeFX shall do any reasonable act and thing to assist **Company Name** in any way to vest in **Company Name** all of ForgeFX’s right, title and interest in and to the Product and any related inventions and to obtain, defend and enforce **Company Name**’s rights with respect to those.

15. Simulation Engine Ownership.

ForgeFX retains the rights to their core simulation engine (ForgeSIM™ Simulation Engine) proprietary software, while granting a perpetual non-exclusive license to **Company Name**. This code library includes the core training simulation framework and foundation which is a prior work of ForgeFX and is not specific to **Company Name**.

16. Waiver.

Waiver by one party hereto of breach of any provision of this Agreement by the other shall not operate or be construed as a continuing waiver of the same or any other provision. All waivers must be in writing and signed by the waiving party.

17. Assignment.

ForgeFX shall not assign any of ForgeFX’s rights or obligations under this Agreement without the prior written consent of **Company Name** but is permitted to delegate the performance of any of ForgeFX’s duties hereunder, provided that ForgeFX shall remain solely liable for the work performed by such delegate(s).

18. Notices.

Any and all notices, demands, or other communications required or desired to be given hereunder by any party shall be in writing to the persons executing this Agreement on behalf of each of the respective parties. Notices shall be sent to the addresses of the parties set forth above by certified mail, return receipts requested.

19. Modification or Amendment.

No amendment, change or modification of this Agreement shall be valid unless in writing signed by the parties hereto.

20. Entire Understanding.

This document and any schedules attached constitute the entire understanding and agreement of the parties, and any and all prior agreements, understandings, and representations are hereby terminated and canceled in their entirety and are of no further force and effect.

21. Unenforceability of Provisions.

If any provision of this Agreement, or any portion thereof, is held to be invalid and unenforceable, then the remainder of this Agreement shall nevertheless remain in full force and effect.



Development Agreement

22. Compliance with Laws.

ForgeFX shall, in the performance of services hereunder, fully comply with all applicable provisions of laws, regulations, or ordinances, including but not limited to the laws of the United States. Without limiting the foregoing, ForgeFX specifically certifies that neither it nor any of its employees or agents (i) is an official, agent or employee of any government or governmental agency or political party or a candidate for any political office, (ii) will use any funds for unlawful contributions, gifts, entertainment or other unlawful expenses related to political activity, (iii) will make any unlawful payment or offer anything of value to government officials or employees or to political parties or campaigns or will make any unlawful payment to any other person in any country in which ForgeFX provides services under this Agreement, (iv) will make any other unlawful payment, or (v) will violate any applicable export control, money laundering or antiterrorism law or regulation, nor will any of them otherwise take any action which would cause ForgeFX to be in violation of any laws, codes or national conventions or any related international conventions relating to bribery of foreign or domestic officials.

23. Unauthorized Disclosure or Use.

While ForgeFX is engaged by **Company Name** and for a period of one (1) year after the last day of ForgeFX's engagement by **Company Name** (regardless of the reason that such engagement ceases), ForgeFX shall not, in connection with or to benefit any Competitive Business of **Company Name**, (i) use any Confidential Information for any purpose, (ii) disclose any Confidential Information to any person or entity, (iii) keep or make copies of any documents, records or property of any nature whatsoever containing any Confidential Information or (iv) assist any third party in engaging in any of the foregoing, except to the extent reasonably necessary or appropriate to perform ForgeFX's duties under this Agreement and except as is expressly authorized by **Company Name**. Nothing in this Agreement reduces ForgeFX's obligation to comply with applicable laws relating to trade secrets, confidential information and unfair competition. Accordingly, notwithstanding the foregoing, ForgeFX's obligations under this Section with respect to Confidential Information that constitutes a trade secret under applicable law shall continue until such Confidential Information no longer constitutes a trade secret.

24. Scope of Work.

The scope of work for this project is based on Option A ("Core") as defined in the Scope Options & Pricing page in this document. If **Company Name** decides to proceed with one of the other proposed options, ForgeFX will submit a revised Development Agreement.

25. Change Orders.

As the project proceeds, certain desired features may surface that were not included in the initial scope of the project. If the scope of the feature is substantial, ForgeFX will communicate this and put together a bid for the time and budget that would be required to implement the out-of-scope feature.

Development Agreement

26. Cost Breakdown.

The following table breaks down the project cost by development activity.

#	Feature	Hours	Total %
1	Project Management		
2	3D Model Development		
3	2D User Interface Development		
4	Application Programming		
5	Requirements Gathering		
6	Documentation		
7	Reviews		
8	Quality Assurance		

Total

Post Warranty Support and Maintenance Service

Post launch support will be available on an as needed basis at an hourly rate of \$200.00 for 40 hours a month for a period of 12 months. At which point **Company Name** may arrange a support extension with ForgeFX.

27. Timeline and Invoicing Schedule.

The product will be developed over the course of **7 months**. Invoices will be submitted to **Company Name** at the end of each month. Payments due net 30 upon receipt of any undisputed invoice.

Month	Description	Hours	Cost
0	Kickoff and Initial Development		
1	Pre-Alpha Development		
2	Alpha Development		
3	Beta Development		
4	Release Candidate (RC)		
5	Golden Master (GM) Development		

Totals



Development Agreement

IN WITNESS WHEREOF the undersigned have executed this Agreement as of the day and year first written above.

Company Name

Street Address

City, State, Zip

ForgeFX, LLC

1160 Battery Street East, Suite 100

San Francisco, CA 94111

By: _____

By: _____

Name: _____

Name: _____

Title: _____

Title: CEO

Date: _____

Date:

Tax ID:



SOFTWARE, HARDWARE, & MDM **PRICING**

All detailed pricing tables referenced in this proposal
are provided in the accompanying Excel files.



Aircraft Safety



Assembly Line Training



Biotech Manufacturing



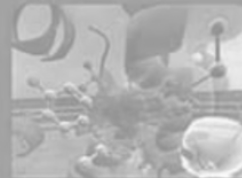
Clean Room Procedures



Deescalation Techniques



Oil Rig Ops



Molecular Visualization



Forklift Ops



Appendix: Letter of Partnership Intent

LETTER OF PARTNERSHIP INTENT

January 27, 2026

To: ForgeFX Simulations

Re: Partnership Intent for VR Training Platform Deployment

ArborXR is pleased to confirm our willingness to support ForgeFX Simulations as a non-exclusive partner for the proposed VR-based training platform deployment for your end client.

This letter confirms ArborXR's role as a proposed hardware procurement and device management (MDM) partner, and states our intent to collaborate with ForgeFX if selected for this engagement.

ArborXR brings extensive experience in enterprise XR device management, having supported large-scale distributed deployments for Fortune 500 organizations, healthcare systems, and government agencies. We are confident in our ability to deliver the hardware, MDM, analytics, and deployment services outlined in our proposal response.

This letter represents a statement of intent only and does not constitute exclusivity or commercial obligation for either party. Specific terms and conditions will be negotiated upon contract award.

We look forward to the opportunity to support ForgeFX and your client on this important program.

Sincerely,

Brad Scoggin

ArborXR, Inc.

Norman, Oklahoma



Mary Pierce

*Executive Director of
Enterprise Partnerships*

Mary consults with our clients, studies their business, and generates creative solutions for their training needs.

LET'S GET STARTED!

ForgeFX Simulations looks forward to working with you to design and develop your training simulator. If our proposal is in line with your requirements and you would like to hire us, please contact Mary Pierce to discuss development options and she will send you a project agreement for this proposal to review.



(415) 788-5725, ext. 703



Mary.pierce@forgefx.com

ForgeFX Simulations
2109 N Street, Suite N
Sacramento, CA 95816
(415) 788-5725 www.forgefx.com