**AGGP 231**

**Desktop VR Project**

**PROJECT OBJECTIVES:**

Create an VR application for desktop VR that demonstrates the techniques and skills you have learned from labs 1 through 4. You will be using the same technology as you used in these labs.

**PROJECT SCOPE & TIME:**

This is a two-week project

For a project with only two weeks, we are expecting you to build a mini-game sized application.

The following list of games consist of multiple mini-games.

Any mini-game from any of these examples would be with in scope expected for this project.

* Schlocks ( https://store.steampowered.com/app/601320/Schlocks/ )
* Mario Party
* Wario Ware

**BEFORE YOU START THIS PROJECT,**

**YOU MUST HAVE A PROPOSED PROJECT**

**APPROVED BY YOUR INSTRUCTOR**

**PROJECT PROPSAL:**

* Talk with your instructor
  + Let them help you better define the project and scope.
  + They may make or request changes to help your project
* Submit a word document that describes the project
  + Describe the project
  + Detail game play and\or project’s object objectives
    - Give a brief explanation of how to play
    - List your controls
      * *This is a first pass, this can change during development*
  + Include a technical specification of core rules and systems
    - Explain how you think they should be constructed
      * *This is a first pass, this can change during development*
    - Use diagrams that illustrate your object hierarchy or object relationships
      * *This is a first pass, this can change during development*

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PROJECT CHECKS & STATUS REPORTS:

This project has one project check.

Take place at the mid point of the project.

For this project, this will be after one week of work

For each Project Check:

* You will demonstrate your progress to your instructor.
* Status a project status document.
  + You will be provided a document template.