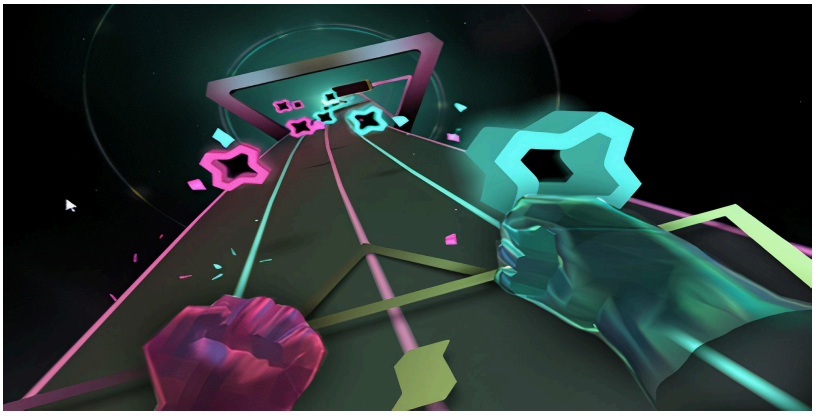
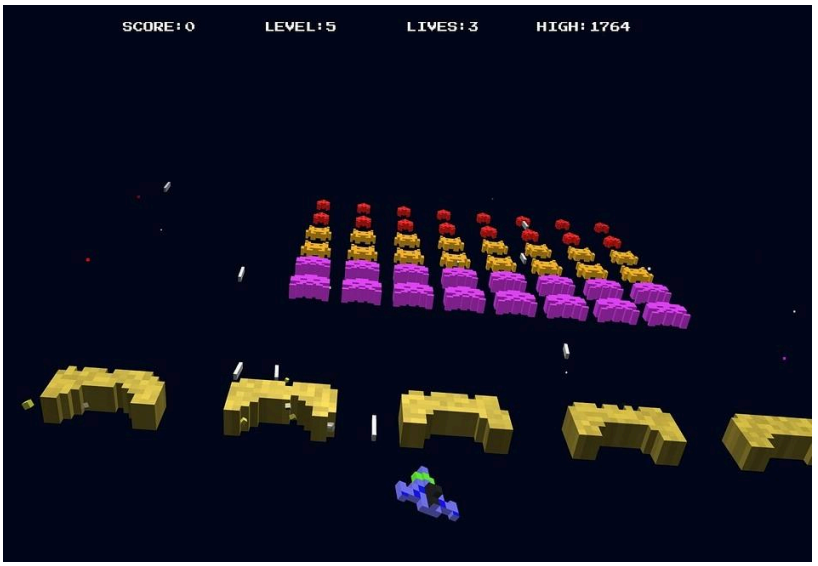
WEB BASED AND MOBILE VIRTUAL AND AUGMENTED REALITY SOLUTIONS

2026

Project Name	**Attention Armada**
Your Name	**Liāna Ozoliņa**
Goal	Pixelated WebVR “Space Invaders” inspired shooter about the attention economy with active play
Target Hardware	**Meta Quest 2**
Visual & Audio Design	
Environment Description	**Pixelated space. Black with brightly colored low-poly models.**
Reference Images, Mood Board	 

User Experience	
User Persona, target audience.	Youth overstimulated by online spaces.
User Journey	Step 1: Player connects. The player chooses their spaceship's color. Rules are shown. Step 2: The player can shoot at targets for practice. Shooting at an alarm clock starts the game. Step 3: Targets come at the player. Good ones that give points and bad ones, that remove points. Targets represent good and bad habits relating to the “attention economy” Step 4: There is a limited time in the day for points to be gathered or lost. And a limited number of projectiles the player can shoot, representing the attention people can spare in a single day. When time ends or projectiles run out, the game ends and gives a score.
Interaction Model:	Interaction PC: Orbital cursor + wasd movement + Click to shoot projectile Interaction VR: Space ship parented between both VR controllers + Trigger to shoot projectile
Technical Implementation	
Tech Stack	*Complete set of software, tools, languages, frameworks, and infrastructure used to build, run, and maintain a digital product*
Assets List	*Visuals: 2D/3D models, textures, UI elements, animations, environments…* *Sound: music, sound effects, ambient sounds…* *Tools/code: scripts, shaders…*
Calendar (Reached specific goals at the end of day)	**10.01.2026** **15.01.2026** **16.01.2026** **22.01.2026** Finalized project demonstration.