**Basic Information**

1. Name of the Experience: “Wild Nature“
2. The experience is about exploring the wild nature environment presented to the user as calm / relaxing experience. People who are wanting to relax after long day would enjoy this experience as this experience focuses on exploring various parts of the wild nature level, includes audio ques that could play while the user is near a certain area and such.

**Technical Information**

1. Rules: There isn’t any particular rules for this experience

Goals: There isn’t any particular goals for this experience, the experience is meant to give the user a relaxing time / escape into another “reality” to explore.

1. It will be on the Google Cardboard box. For the interface it will only be the one button for the user to press in order to walk around the virtual environment. I choose this in particular since the player won’t be needed any controllers, the only things that would be needed would be the rotation of the user’s head along with the phone on the cardboard and the button which is located as well on the cardboard.
2. The player’s interaction will be by nature, the user will get to explore a good amount of the level and hear some audio ques for example like bird’s chirping and such. There are no consequences of the interaction.
3. I decided to allow player interaction because it is needed for an exploration game to be able to move around as well as rotating the head to look around.
4. The locomotion of the experience will be moving forward to where the user is looking at via a button on the google cardboard.
5. I decided to do this since it would feel better in my that a touchpad or a joystick since the player can feel the sudden change in movement and speed.
6. I will be using motion blur in combination of a little bit vignette in order to reduce the field of view and to also let the user know when he is rotating his/her head to make it feel more immersive.