**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,
2. It will be developed on the VIVE, for the interface the user will only need the virtual controllers for shooting in order to interact with the virtual objects in the scene.
3. The player interaction is shooting at the enemies while also maintaining ammo management via not shooting both guns and having it reload at the same time. If it does happen and depending on how many duckies are on the scene spawned it can end the user’s life.
4. I decided to allow player interaction because it would be as immersive than just staring at something / enjoy a scene since this experience doesn’t offer such.
5. There is no locomotion in the experience, it is stationary on one spot making it a last stand kinda experience.
6. N/A
7. I removed locomotion since it will feel weird for the new / current users if the user is not used to it. By having a stationary position the player will only have to worry about moving to quick left and right kinda like spinning on a chair.