

<Medieval Arms Simulator>

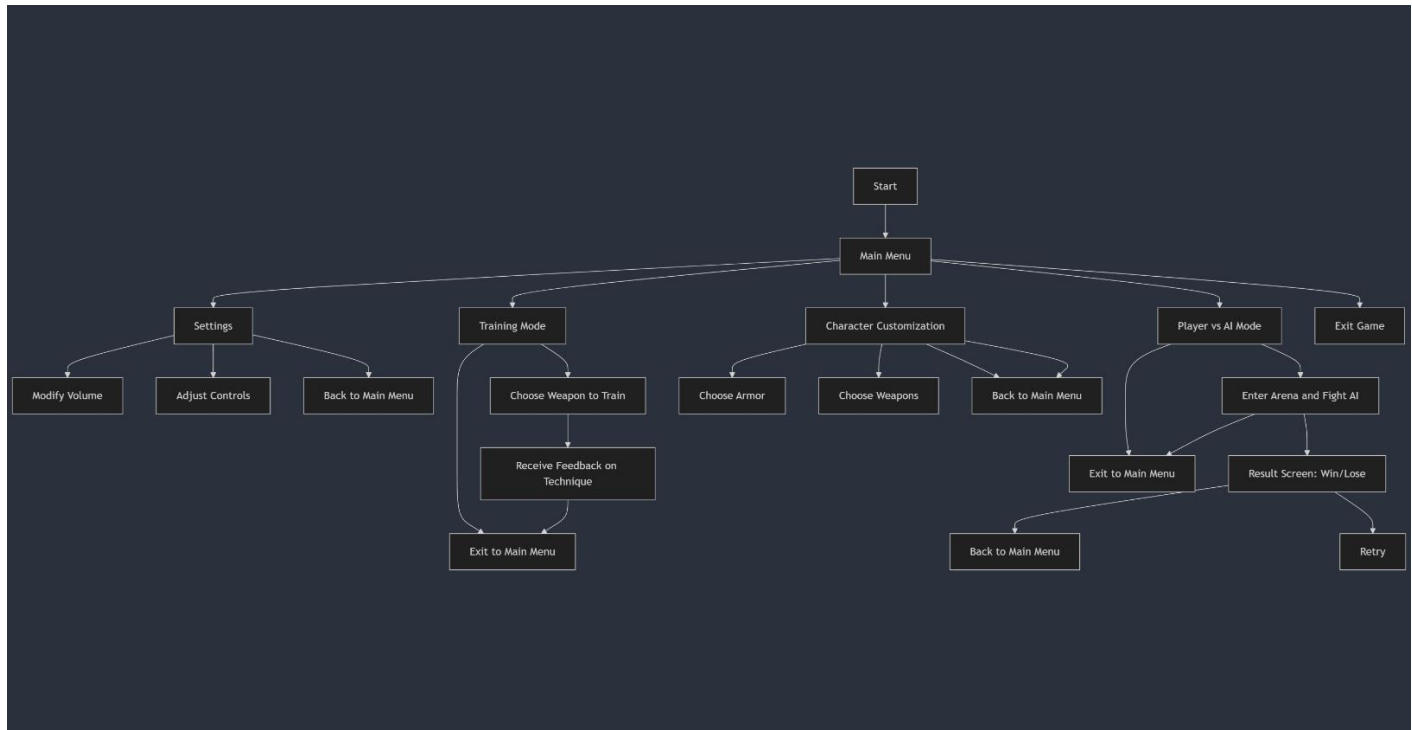
- An immersive VR experience that accurately simulates the handling, weight, and combat techniques of medieval weaponry.-

User Story Map

User 1: History Enthusiast / Reenactment Fan

- **Goal 1:** To experience authentic medieval combat by using historically accurate weapons and techniques.
 - **Activity 1:** Selects a weapon and trains in medieval fighting techniques.
 - **Feature 1:** Weapon Selection Screen - Users can browse different weapons (swords, axes, shields).
 - **Feature 2:** Training Mode - Step-by-step guidance on combat techniques.
 - **Feature 3:** Tutorial on weapon handling (swing techniques, grips, stances).
 - **Activity 2:** Engages in a simulated combat scenario with AI opponents.
 - **Feature 1:** Combat Mode - Engages with opponents that react based on combat strategies.
 - **Feature 2:** Adaptive Physics Engine - Physics adjust based on weapon, movement, and user input.
 - **Feature 3:** Realistic Feedback - Haptic and visual feedback when strikes land.
- **Goal 2:** To personalize their combat experience.
 - **Activity 1:** Customizes character's armor and loadout.
 - **Feature 1:** Armor Selection - Choose armor types that impact mobility and defense.
 - **Feature 2:** Loadout Customization - Mix and match weapon and armor combinations.

Journey Map (2p)



Wireframing/Storyboarding (3p)



Training mode:

First, the player will pick his desired weapon. After that, he will watch a clone of himself attacking the dummy using the right stance. The player will have to mimic the moves of the clone and he will receive feedback based on how well he executed each move.



Player vs AI: This sketch illustrates the intensity of a medieval confrontation, capturing the moment as two fighters face off. The player, seen from a first-person perspective, wields a large sword while their AI opponent, clad in plate armor and holding a shield and mace, prepares to strike. The scene emphasizes the tension and focus required in this life-or-death duel, embodying the raw energy of medieval combat.



Player Customization: This sketch illustrates an UI where the user will be able to select his attire and loadout for the oncoming battles. Also we'll be able to select weapons and shields with different properties (weight, damage, attack-speed, protection points, etc).

Planning Asset Creation (3p)

3D

- Sabiile: Modelat (De la zero)
- Scutul: Modelat (De la zero)
- UI: Design propriu
- Arena: **Unity Asset Store**
- Caractere: **Unity Asset Store**
- Buzduganu: **Unity Asset Store**
- Armura: **Unity Asset Store**
- Pietre: **Scanare 3D**

Graphics & 2D

- UI ecrane: Design propriu
- Avatar personaje: **AI generated**- Icon armă: Link

Sounds

- Muzică fundal (happy): Link: freesound.org
- Muzică boss fight: [epidemicsounds](https://epidemicsounds.com)
- Sunet click buton: AI Generated

VFX

- Explozie: Design propriu
- Scânteii armură/arme: Design propriu