**Catch! VR Design Doc**

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**Game Design**

**Game Concept**

*[Explain your Game concept in detail. Give a clear description of what the game will be including genre and perspective, what the game mechanics/core loop will be, and with an explanation of the story/setting]*

Catch! VR (referred to as Catch) is a game where the player is tasked with defending themself from an endless supply of falling weapons, using a pair of swords to deflect the incoming weapons. As the falling weapons are endless, the game only ends when the player runs out of health, but the player can regain health if a potion hits them. Players increase their score by deflecting weapons or potions away. Once the game ends, their score is displayed.

**Assess the Brief**

*[Go through the game project brief point by point and explain how this game concept will address these points]*

Features

* Game has a Main Menu with Play button and Quit button, as a minimum

On starting the game, players will be shown a menu with the game title, and buttons to start or quit the game.

* The Game has a pause menu functionality available during gameplay

The game will feature a wrist-mounted pause menu accessible via the menu button on their controller(s). Players will select options using either a joystick or by pointing with their other hand.

* The Game features an end screen with the option to return to the Main Menu or play again
* Game must build and run successfully for 3 different VR headsets

Gameplay

* Objects fall from above the player, the player has a weapon or implement that destroys these objects on collision, and this weapon follows the tracking of one of the controllers so that, as an example, the player could swing around a sword and cut fruit falling from the sky.
* Each item destroyed gives the player score
* If one of these objects hits the ground, the player loses 'health' or some other attribute, and if this attribute reaches 0, then the game is over and the player receives their score on an end screen

Aesthetics

* The game must be made with a consistent visual style and use assets that are not simply basic unity engine objects (no grey boxes!). What we're looking for: a consistent theme to the visuals. What we're not looking for: AAA level fidelity. Just have a theme but don't make it a burden on yourself.
* The game must feature some audio at least for the gameplay activities (sound effects for breaking objects and losing 'health') but does not strictly need to extend to the GUI (menu sounds)

**Platform and Documentation**

**Platform**

*[The Game you are making must be released on at least 3 different VR/AR platforms. Decide on the Development and Release platforms. What engine will you be developing the game with? What VR/AR platforms will you be releasing on? Please explain your decision.*

*Ensure the Platforms chosen meets the following requirements: Supports multi-platform development, Has built-in GUI support]*

**Documentation**

*[What software/approach will you use to document the game and it's planning, development, testing, fixing, and review?*

*Why have you chosen these programs/solutions for these purposes?]*

**GUI Design**

*[Provide a visual mockup and demonstration of the planned graphical user interface – the in-game visuals that will be used to convey important details to the player such as health, current ammunition and resource levels, etc. Please explain what each element will do]*

**Production Plan**

*[Go through the important components of the game and what tasks will need to be completed in order to make the game. Create a timeline for completing these tasks in whatever format works for you]*