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AR/VR

Prof. Cassens

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Milestone 1 Proposal

I think it would be really interesting to have a VR gardening game. The first iteration (and depending on how this all goes possibly my last) would be a simply garden pot that the player would plant a seed in and proceed to water/fertilize.

This first idea is extremely simple, but I thought it would be better to start very small and then work my way up. While we’re waiting on our VR headsets, I plan to model very simple shapes to represent a pot with dirt, a seed packet, a watering can, and some fertilizer. I would probably model some low-poly hands as well and possibly a table/room for all of this to sit in.