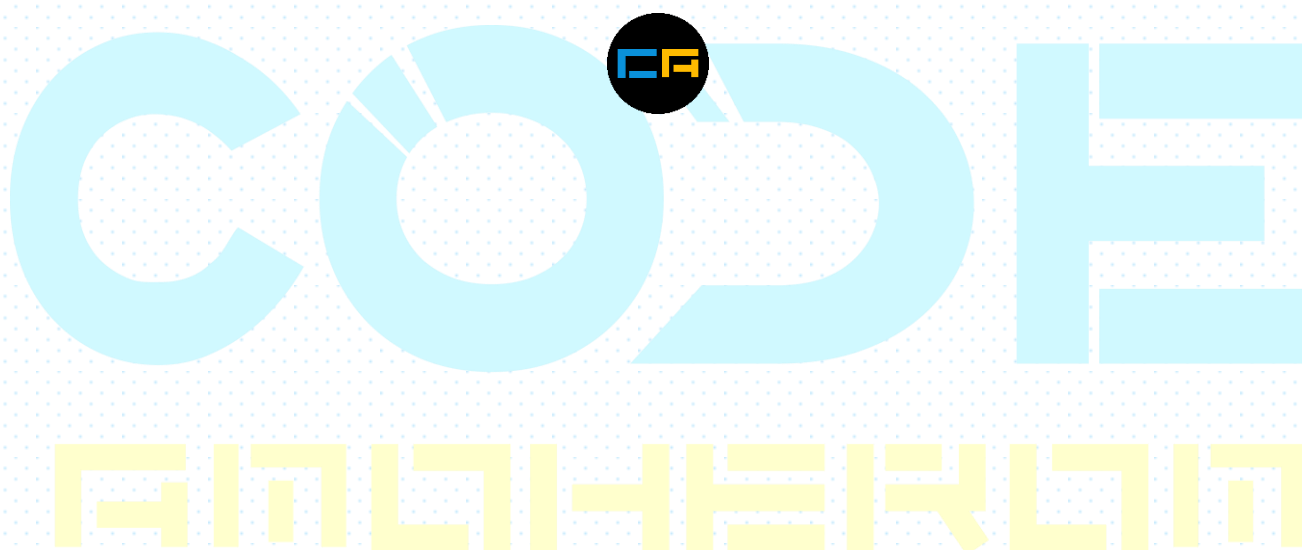




AMOHEROM BOOTH

VO.0.1



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AMOHEROM
www.amoherom.web.app

1. Game Overview

- **Genre:** Photo Booth, Exploration, VRM Model Swap
- **Platform:** PC (Windows)
- **Target Audience:** Vtuber fans, VRM model users, anime & virtual world enthusiasts.
- **Core Concept:**
A photo booth app where users can explore different areas with their VRM characters, take photos, and apply predefined poses. In future updates, users will be able to import their own models, create custom poses, and switch between player and camera views.

2. Core Features

1. Model Import and Selection:

- Users can import their own custom VRM models.
- A model selector will let users swap between different characters.

2. Exploration Mode:

- Users can explore different environments (areas) where the photo booth is set up.
- Multiple areas will be available at launch, each with unique backdrops.

3. Pose System:

- Users can apply predefined poses to their VRM characters.
- Future update will allow custom poses to be uploaded and applied with a custom pose maker.

4. Player View:

- The user's own character will be visible from a third-person perspective in the environment.
- Players can move around and position their models.

5. Camera View:

- A camera system allows users to take photos of their characters.
- The camera system will have the following options:
 - **Orientation:** Adjust the angle of the shot (e.g., rotate horizontally, vertically).

- **Resolution:** Choose from different photo resolutions (e.g., Low, Medium, High).
- **Aspect Ratio:** Options for adjusting the aspect ratio (e.g., 16:9, 4:3, Square).

6. UI/UX:

- Simple UI for importing models, selecting poses, and switching between player and camera views.
- Clear buttons for camera options (orientation, resolution, aspect ratio).
- A button to toggle between Player View and Camera View.

3. Technical Features

- **VRM Model Support:**

- Implement VRM model loader for custom models.
- Basic VRM model customization (for poses and movements).

- **Camera System:**

- A free-moving camera for taking photos.
- Adjustability of camera settings (orientation, resolution, aspect ratio).

- **Pose Management:**

- Predefined poses to be available for users to apply to their models.
- Future update to include custom pose support.

- **Scene Switching:**

- Multiple environments to explore.
- Smooth scene transitions between areas.

4. User Interaction

1. Model Import:

- Users will click on the "Import Model" button in the main UI.

2. Pose Selection:

- Users will select a pose from the pose menu.

3. Camera Interaction:

- Camera settings will be adjustable via UI buttons (e.g., sliders for resolution, buttons for orientation).
- The camera view will allow users to move around and frame the shot.

4. View Toggle:

- Users can toggle between Player View and Camera View by pressing a button.

5. Future Features (Post-Launch)

- **Custom Pose Support:**

Users will be able to create, upload, and apply custom poses to their VRM models.

- **Multi-Character Support:**

The ability for users to include multiple characters in the same shot (i.e., group photos).

- **Advanced Camera Features:**

Additional camera effects like focus, depth of field, and filters.

- **Community Integration:**

Users can share their photos and creations with others in a community gallery.

6. Visual & Audio Design

- **Visuals:**

- Clean and simple UI to ensure the focus is on the characters and environments.
- Cute, stylized backdrops and environments to match the playful nature of the app.

- **Audio:**

- Relaxing background music for the photo booth environment.
- Sound effects for camera shutter and UI interactions.

7. Technical Requirements

- **Game Engine:** Unity 3D
- **Language:** C#
- **VRM Plugin:** VRM Unity SDK (for VRM model import)
- **Operating System:** Windows 10/11

8. Monetization (Future Updates)

- **Premium Poses & Models:**
Sell exclusive models and pose packs in a future store.
- **Custom Photo Filters:**
Offer special camera filters for a small fee.

9. Milestones & Timeline

1. **Prototype Release:**
 - Predefined model and pose support
 - Basic photo booth functionality with environment switching.
2. **First Major Update:**
 - Add custom model support and improved camera functionality.
3. **Future Updates:**
 - Custom pose creation
 - Additional environments and features.