1. Tidy Trainers
   1. *A VR training program for the purposes of training Westgate staff in cleaning, resetting, and restocking standard one-bedroom deluxe villas.*
   2. VR&R Team

**Executive Producers:**

Nikki Dunsire

Anthony Pires

**Co-Producers:**

Thea Bates

Kailani Piñon

**Lead Visual Artist:**

Toby Wolfe

**Lead Audio Engineer:**

Haneen Bakhashwain

**Visual Artists:**

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Dasha Moyer

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# Game Overview

## Game Concept

* + 1. The game is set in a hypothetical scenario where the user is an untrained, new hire for the Westgate’s housekeeping staff. Said employee is then downloaded and placed in a VR training sim where the user will be trained incrementally given nonverbal cues. Upon graduation from each incremental level of training, the user will be permitted to leave the sim. The AI that guides the player through the training simulation will find fun, nonverbal ways to encourage the user to learn their necessary tasks, as well as enjoyable ways to tease the user when they do something potentially lethal.

## Genre

* + 1. Training Simulation

## Target Audience

* + 1. New and current employees of the Westgate chain.

## Game Flow Summary

### Login Screen

## Look and Feel

### Style

### Reference Game Art Styles

## Vocabulary

## Naming Conventions (for files)

### For Programmers

* + - 1. FBX::
         1. AssetName#[TextureAbbreviation]\_Initials\_Version#
      2. NAMESPACE::
         1. utilize the namespace WestgateVRTS in all your scripts
      3. SCRIPTS NAMING CONVENTIONS::
         1. all scripts will be named as follows : Identifier\_Type "User\_Controls" or "Dishes\_Wash"
         2. remember that all these scripts will have a corresponding master script "User\_Master" or "Dishes\_Master"
      4. VARIABLE NAMING CONVENTIONS::
         1. all variables will utilize camel case naming conventions : "userSpeed" or "someSortOfVariableUsedToDoSomething"
         2. variables should be named so they are clearly understood by any other group members if they are to read your code…
         3. variables such as shorthand for things that you may only know are not to be used.
      5. FUNCTION NAMING CONVENTIONS::
         1. all functions will utilize the following naming convention : "Jump" or "AFunctionOrMethodThatDoesSomething"
         2. functions/methods should be named so they are clearly understood by any other group members if they are to read your code.
         3. Try to place your functions/methods in an order that is easily understood by someone walking through your scripts…
         4. don't be afraid to give your functions/methods lengthy name if thats what it takes to understand whats going on…

### For Modellers

* + - 1. Naming Convention for non-Programmers
         1. AssetName.#.[TextureAbbreviation]\_Initials\_Vr.#

name of asset, camel case

Period

asset number, starting at 01

[if the file is a texture do the next two, otherwise skip]

Period

TextureAbbreviation

A-Albedo

R-Roughness

M-Metalness

N-Normal

DS-Displacement

etc.

Underscore

your initials

Underscore

Version

* + - * 1. Period
        2. version number
      1. When we turn in assets to programmers, they want us to drop initials and the version #.
      2. So just AssetName.#.[TextureAbbreviation] when giving it to programmers.

# Gameplay and Mechanics

## Gameplay

### Game Progression

### Challenge Structure

### Puzzle Structure

### Objectives

### Play Flow

### Mechanics

### Physics

### Movement in the game

### Objects

### Actions

### Economy

### Screen Flow

## Game Options

## Cheats and Easter Eggs

* + 1. If you stick a knife into a socket:
       1. confetti will burst in your face
    2. If you spray a squirt bottle into your face:
    3. If you remove a lightbulb while the light switch is on:
    4. If you drop something into the garbage disposal while it’s on:
    5. If you use Amonia and Bleach in the same room:
    6. If you leave the blender on while cleaning it:
    7. If you leave your cart where it’s not supposed to be:
       1. You get a parking ticket

# 

# Interface

## Visual System

### Operation of Interactive Objects

* + - 1. Physical touch

### Control System:

# Story, Setting and Character

## Setting

* + 1. The game is set in a hypothetical scenario where the user is an untrained, new hire for the Westgate’s housekeeping staff. Said employee is then downloaded and placed in a VR training sim where the user will be trained incrementally given nonverbal cues. Upon graduation from each incremental level of training, the user will be permitted to leave the sim.

## Characters

* + 1. The main and only character is the player character, an untrained Westgate employee
    2. Unofficially, there is also an AI that guides the player through the training simulation. He is caring and gentle in his training process, as well as being a stickler for detail. He will find fun, nonverbal ways to encourage the user to learn their necessary tasks, as well as enjoyable ways to tease the user when they do something potentially lethal.

# Technical

# Target Hardware

* + 1. Oculus Rift

## Development hardware and software, including Game Engine

* + 1. Maya
    2. Substance Suite
    3. Unity
    4. Adobe Photoshop
    5. Adobe Illustrator

## Network requirements

* + 1. ((none))

## Production Tools

### Communication

* + - 1. *Discord*
         1. <https://trello.com/b/Hnkk9Xmb>

### Task Assignment and Tracking

* + - 1. *Trello*
         1. <https://trello.com/b/Hnkk9Xmb>

### File Sharing

* + - 1. Primary
         1. *Github*
      2. Backups
         1. *Google Drive*
         2. *Hard Copies*

Alethearia Moon

2TB LaCie Drive

2TB WD Cloud Device

Nikki Dunsire

## Work Specifications

**Visual Elements - 3D Assets:**

* Modeling:
  1. All environmental assets necessary to mimic a One Bedroom Studio Deluxe unit as specified by client.
  2. Assets included are listed on the asset list (see *TidyTrainers\_AssetList.xlsx*). This list was derived utilizing reference photos and schematics provided by client.
  3. All interactive models will be viewable in 360 degrees or modeled to the extent that a user would need to interact with the asset in meaningful and believable manner.
  4. All assets will be modeled to optimize standards for a VR environment, with frame rate and user experience in mind.
  5. This estimate does not include the following:
     1. Assets outside of the *TidyTrainers\_AssetList.xlsx*
     2. Virtual characters
     3. Environmental elements outside of the One Bedroom Studio Unit (i.e. parking lots, unit views, etc)
* Lighting/Texturing:
  1. All assets will be textured in accordance with the reference images provided by client.
  2. This estimate does not include design styles, room décor, and color palette changes beyond what is seen within the reference photos.
  3. All textures will be generated with VR optimization in mind and will take on a realistic look and feel, but may not mimic a hyper-real environment.
  4. All lighting will mimic what is seen within the reference photos and assumes an evenly lit environment similar to that seen on a sunny, mid-afternoon day. Light bulbs and items that illuminate will give the appearance of turning ‘off’ and ‘on’ when interaction requires it.
* Effects:
  1. Any and all particle effects created are in accordance with common cleaning tasks. Such effects may include but aren’t limited to: dust, steam, grime, bubbles and liquid spray.
  2. All particle effects are subject to evaluation of use based on application optimization and user experience. Any particle effect shown to downgrade frame rates resulting in a poor user experience, are subject to removal and will be replaced with alternative techniques like animated textures.
  3. This does not include particle effects generated with the intent to show uncommon or extraordinary circumstances such as room fires, overflowing bathtubs or sinks, etc.
* Animation and Camera:
  1. The viewing experience will be through the user’s perspective via the Oculus headset. As result, this estimate does not include alternative angles, points or view or general camera animation for the purposes of stand-alone movie files.
  2. Hand animated elements include items that require animating outside of the application engine in order to show a change of state or shape once interacted with. These items include but aren’t limited to:
     1. Towels
     2. Hand towels
     3. Tissue
     4. Toilet paper
     5. Linens and bedding
     6. Kitchen towels
  3. This estimate does not include animated items that aren’t first interacted with by the user.

**Visual Elements - 2D Assets:**

* The design and implementation of all UI elements, including but not limited to:
  1. Main menu screen
  2. In-application directions via mini tutorial (hand controller use and gestures).
  3. In-application visual aids, cues and instructional guides that give the user a sense of progression and direction within in the training environment.
  4. The display of scores, statistics and other informational items showing user outcome.

**Behaviors and Functionality:**

* The development and functional implementation of the following:
  1. UX: visual cues, instructional/directional guides, statistics/displays
  2. FX: visual cues (shaders, particle systems)
  3. Control Inputs: locomotion, hands, settings
  4. User interaction as described by the training documentation provided by client and as seen in reference videos.

**Audio Engineering:**

* Includes:
  1. Sound fx generated as the user interacts with items within the scene.
  2. Audio aids that assist in letting the user know if their actions are appropriate or if they’ve made a mistake (i.e. audio cues toward overall progression within the training).
* Does not include:
  1. A music track
  2. Voice over

# Game Art – Key assets, how they are being developed. Intended style.

## 

# Timeline

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| June 2018 | | | | | | | | | | | | |
| Sun |  | Mon |  | Tue |  | Wed |  | Thu |  | Fri |  | Sat | |
|  |  |  |  | Bi-Weekly Call: 12pm |  |  |  |  |  | 1 |  | 2 | |
|  |  |  |  |  |  |  |  |  |  |  |  |  | |
| 3 |  | 4  Deliverable #1: 5pm EST |  | 5 |  | 6  DUE: Client Feedback 2pm EST |  | 7 |  | 8 |  | 9 | |
|  |  |  |  |  |  |  |  |  |  |  |  |  | |
| 10 |  | 11 |  | 12 |  | 13 |  | 14 |  | 15 |  | 16 | |
|  |  |  |  |  |  |  |  |  |  |  |  |  | |
| 17 |  | 18 |  | 19 |  | 20 |  | 21 |  | 22 |  | 23 | |
|  |  |  |  |  |  |  |  |  |  |  |  |  | |
| 24 |  | 25 |  | 26 |  | 27 |  | 28 |  | 29 |  | 30 | |
|  |  |  |  |  |  |  |  |  |  |  |  |  | |
| July 2018 | | | | | | | | | | | | |
| Sun |  | Mon |  | Tue |  | Wed |  | Thu |  | Fri |  | Sat | |
| 1 |  | 2 |  | 3 |  | 4 |  | 5 |  | 6 |  | 7 | |
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| 8 |  | 9  Classes Start |  | 10 |  | 11 |  | 12 |  | 13 |  | 14 | |
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| 15 |  | 16 |  | 17 |  | 18 |  | 19 |  | 20 |  | 21 | |
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| 22 |  | 23 |  | 24 |  | 25 |  | 26 |  | 27 |  | 28 | |
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| August 2018 | | | | | | | | | | | | |
| Sun |  | Mon |  | Tue |  | Wed |  | Thu |  | Fri |  | Sat | |
|  |  |  |  |  |  | 1 |  | 2 |  | 3  Deliverable #2: 5pm EST |  | 4 | |
|  |  |  |  |  |  |  |  |  |  |  |  |  | |
| 5 |  | 6 |  | 7 |  | 8  DUE: Client Feedback 2pm EST |  | 9 |  | 10 |  | 11 | |
|  |  |  |  |  |  |  |  |  |  |  |  |  | |
| 12 |  | 13 |  | 14 |  | 15 |  | 16 |  | 17 |  | 18 | |
|  |  |  |  |  |  |  |  |  |  |  |  |  | |
| 19 |  | 20 |  | 21 |  | 22 |  | 23 |  | 24 |  | 25 | |
|  |  |  |  |  |  |  |  |  |  |  |  |  | |
| 26 |  | 27 |  | 28 |  | 29 |  | 30 |  | 31 |  |  | |
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| September 2018 | | | | | | | | | | | | |
| Sun |  | Mon |  | Tue |  | Wed |  | Thu |  | Fri |  | Sat |
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| 2 |  | 3 |  | 4 |  | 5 |  | 6 |  | 7  Deliverable #3: 5pm EST |  | 8 |
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| 9 |  | 10 |  | 11 |  | 12  DUE: Client Feedback 2pm EST |  | 13 |  | 14 |  | 15 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| 16 |  | 17 |  | 18 |  | 19 |  | 20 |  | 21 |  | 22 |
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| 23 |  | 24 |  | 25 |  | 26 |  | 27 |  | 28 |  | 29 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| October 2018 | | | | | | | | | | | | | |
| Sun |  | Mon |  | Tue |  | Wed |  | Thu |  | Fri |  | Sat | |
|  |  | 1  Classes Start |  | 2 |  | 3 |  | 4 |  | 5 |  | 6 | |
|  |  |  |  |  |  |  |  |  |  |  |  |  | |
| 7 |  | 8 |  | 9  Bi-Weekly Call: 12pm |  | 10 |  | 11 |  | 12 |  | 13 | |
|  |  |  |  |  |  |  |  |  |  |  |  |  | |
| 14 |  | 15 |  | 16 |  | 17 |  | 18 |  | 19 |  | 20 | |
|  |  |  |  |  |  |  |  |  |  |  |  |  | |
| 21 |  | 22 |  | 23  Bi-Weekly Call: 12pm |  | 24 |  | 25 |  | 26 |  | 27 | |
|  |  |  |  |  |  |  |  |  |  |  |  |  | |
| 28 |  | 29 |  | 30 |  | 31 |  |  |  |  |  |  | |
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| November 2018 | | | | | | | | | | | | |
| Sun |  | Mon |  | Tue |  | Wed |  | Thu |  | Fri |  | Sat |
|  |  |  |  |  |  |  |  | 1 |  | 2  Deliverable #4: 5pm EST |  | 3 |
| 4 |  | 5 |  | 6  Bi-Weekly Call: 12pm |  | 7  DUE: Client Feedback 2pm EST |  | 8 |  | 9 |  | 10 |
| 11 |  | 12  Veterans’ Day |  | 13 |  | 14 |  | 15 |  | 16 |  | 17 |
| 18 |  | 19 |  | 20  Bi-Weekly Call: 12pm |  | 21 |  | 22 |  | 23 |  | 24 |
| 25 |  | 26 |  | 27 |  | 28 |  | 29 |  | 30 |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| December 2018 | | | | | | | | | | | | |
| Sun |  | Mon |  | Tue |  | Wed |  | Thu |  | Fri |  | Sat |
|  |  |  |  |  |  |  |  |  |  |  |  | 1 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| 2 |  | 3 |  | 4  Bi-Weekly Call: 12pm |  | 5 |  | 6 |  | 7 |  | 8 |
| 9 |  | 10 |  | 11 |  | 12 |  | 13 |  | 14  Final Deliverable 5pm EST |  | 15 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| 16 |  | 17 |  | 18 |  | 19 |  | 20 |  | 21 |  | 22 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| 23 |  | 24 |  | 25 |  | 26 |  | 27 |  | 28 |  | 29 |
| 30 |  | 31 |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |

**Visual Elements – 3D & 2D**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Deliverables | Total Hours | Development Duration | Hourly Rate |
| 1 | All 3D and 2D assets | TBD | April 2018-November 2018 | $120.00 |

**Behaviors and Functionality**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Deliverables | Total Hours | Development Duration | Hourly Rate |
| 1 | All programming and functionality | TBD | April 2018-November 2018 | $130.00 |

**Audio Engineering**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Deliverables | Total Hours | Development Duration | Hourly Rate |
| 1 | All audio assets | TBD | April 2018-November 2018 | $120.00 |

**Production and Management**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Deliverables | Total Hours | Development Duration | Hourly Rate |
| 1 | Production coordination | TBD | April 2018-November 2018 | $115.00 |

**TOTAL =**