**AVP - TDD**

**Objective**

**Audience**

The intended audience for the VR experience is people of all ages that are interested in underground music. There is also an incentive for users interested in a history of music through the narrative driven experience.

**Software**

* **Development Platform – Unity3D**

The game engine that will be used to develop the VR experience will be the Unity Engine. We had originally intended to develop using Unreal Engine to make use of their advanced materials and lighting systems, however we will instead use Unity to make use of their support for mobile devices. Developing for mobile along with dedicated VR will make the experience far more accessible for users. We will make use of Unity’s shaders to make the environment more visually appealing. As mentioned, developing this project with Unity will allow the project to be seen on many more platforms increasing ease of accessibility on Devices such as Google cardboard through a mobile device implementation.

* **Asset Creation – Blendr/Maya3D**

A mixture of Blendr and Maya3D will be used to design and create the 3D models representative of the various venues included in the experience.

These models will be created through use of real photos used for reference

* **Animations – Mixamo.com**

All of our Human and dancing animations will be sourced through Mixamo.com, a website supported by Adobe.

**Hardware**

* **Oculus Quest**

This project will be primarily developed to work on the Oculus Quest,

* **Mobile devices**

will also be a secondary development platform.

**Assets**

*Models*

Some models will be sourced online, and some models will be created by ourselves. The models and animations for the characters within the VR experience will be sourced online, this is because they would be difficult to create to a good enough standard.

We will model the environments that the VR experience will take place in. They will be modelled on real venues throughout Bristol.

*Audio*

**Risks**