

VR Trick Shot

WIREFRAME

Environment



The environment should be happy, fun, exciting place just like a carnival so using bright and vibrant colours to convey that.

Art Style



A nice cartoon/realistic like style,
everything will look realistic with a
cartoon feel to it.

Environment



The game is going to take place in a red and white striped tent to give the illusion that the player is in a games tent in the carnival. The tent isn't a huge tent but big enough to look like it's a booth just for this game.

Environment cont



The game stand itself will be a wooden old western like carnival game stand with bright light timber and targets along the wall to show to the player that ricocheting is the main objective.

Like the wooden structures in these

Assets-Basketball

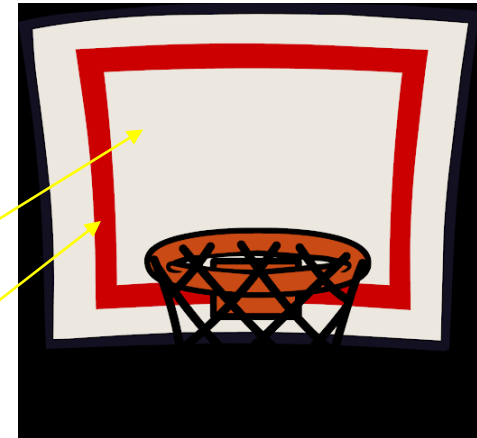
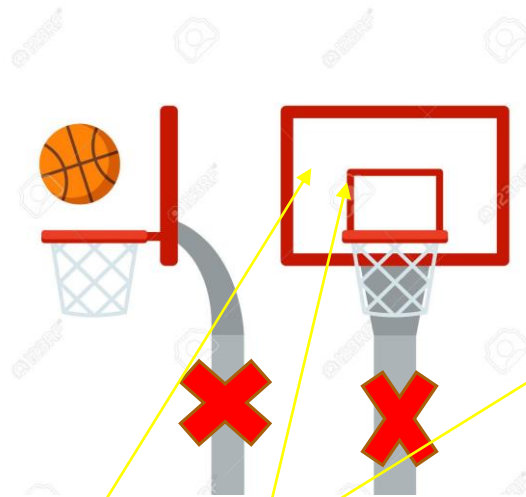


The basketball is the Main asset, it is what the player will see most. It should look like this example but smaller like this



It should be small enough to be able to be easily thrown with one hand

Assets-Hoop

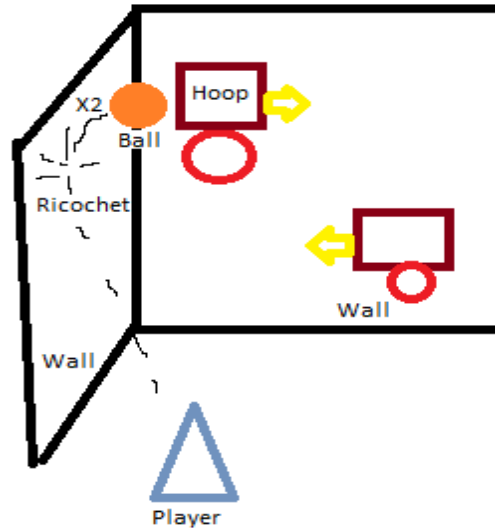


Simple, Red hoop, white net, White backboard, Red square and no pole

Asset-Game booth



The shape and size will be similar to this, with this person icon to show comparison.



The back wall will have to hoops on it one high and one low that move back and forth along the wall



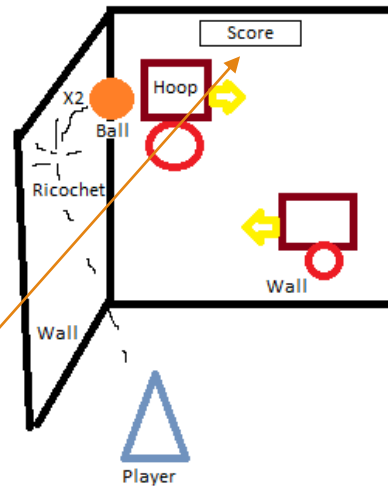
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Asset-Target



Simple white target with red circles, I don't care how many circles, just do what look nice and appealing.

Asset-Scoreboard



Score	Time	Multiplier
200	1:00	X4

Scoreboard will be placed up the back of the booth on the wall above the hoops, it will show, time remaining, total score and current multiplier.