

# Alternate Realities

## Design Document Guidelines

---

### (1) OVERVIEW – half a page

- **What is it?**

*what is the idea behind it? the technology? what is interesting about it?*

- **Why it is distinctive or innovative?**

*how does VR help bring a new component to the experience?*

---

### (2) BASICS – 1 page

- **In what setting is this experienced?**

*At home? In a festival? In a permanent gallery? In a university?*

- **What kind of experience do you want to give your user?**

*Emotional? Educational? Technical?*

- **Are there any unusual factors in terms of technology, software?**

*Such as additional libraries, customizing the controller, customizing the space, etc.*

---

### (3) VR DESIGN OVERVIEW - 2 page

- **What is the core interaction of the experience? Are there any similar interactions, in the real or digital world?**

*Pick only the main interaction. Others can be described in the next section.*

- **What is the overall narrative or fictional context of the experience?**

*Is it an open world? A laboratory? Someone's mind? An abstract landscape?*

- **What are the visual aesthetics of the game?**

*Detail the style (8-bit, minimal, photorealist), and the software/assets used to produce it (Photoshop, Rhino, found images, generative code, etc.)*

- **What is the audio component like?**

*the music, the sound effects, the overall sonic theme.*

- **How is the overall arc of the game experience constructed?**

*where/when does it start? where/when does it end? what is the/a climax?*

- **Are there different modes or levels?**

---

### (4) DESIGN DETAILS – 1 page

- **What is the moment-to-moment interactions, including controls?**

*What can the user do? is it button-based? gesture-based?*

- **What is the game interface? What information does it deliver? How do you plan to integrate it in the VR space?**

---

## (5) EXPERIENCE – 1 page + visuals

- **Give one detailed description of a moment** – this could be a POV “user story” of a moment/an interaction with the piece, a detailed description of a particular reaction, a particular ‘wow!’ moment.

*What does the user feel like? How is this specific moment meaningful?*

- **Include at least three visual references to indicate overall game style.**

*They can include a moodboard, sketches, renders, diagrams.*

---

## (6) CONCLUSION – half a page or less

- **Remind us what is great about your project.**