

Alternate Realities

Design Document Guidelines

(1) OVERVIEW – half a page

- **What is it (quick summary)**

is it a game? a story? a toy? a world? a tool? an artwork?

- **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 player?**

Playful? Emotional? Technical? Pedagogical?

- **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, 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 climax?

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

(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 should be the user experience? Describe in as much details as possible a typical use of your VR experience.**

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

(5) PLAYER EXPERIENCE – 1 page + visuals

- **Give one detailed description of a moment** – this could be a POV “player story” of a moment in the game, a detailed description of a particular puzzle, a particular ‘a-ha!’ moment.

What does the player 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 the reader what is great about your project.**