# Requirements List

**Core**

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| Ability to pick up and interact with objects using the VR controllers/wands |
| At least 20 levels |
| A variety of 3D modelled assets (at least 15) to give a consistent art style whilst providing an engaging environment. |
| A variety of hand recorded sounds (at least 10), to make the environment more immersive. |
| Smooth gameplay, with as little motion sickness as possible, where possible. |

**Likely additions / I should have the time to implement these, but if not I still have the core functionality**

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| Animations created in Blender for some assets, to bring the scene alive. |
| A scripted AI character which talks to the player, and gives the player assistance. |

**If I have time**

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| More levels, around 30-40. |
| An immersive UI menu to choose the levels |
| A music track playing in the background. |

I will add to this list as time goes on..