As a player, I want to be able to interact with objects using the controllers so that I can feel like I’m having a real impact on the environment around me.

As a player, I want to be able to try a variety of experiences so that I can really see the potential of VR.

As a player, I want the experiences to be intuitive, I don’t want to have to ask how to do anything, so that I remain fully immersed.

As a player, I want to be able to hear spatial audio around me so that I feel fully immersed.

As a player, I want transitions between scenes to be smooth so that I don’t feel motion sickness.

As a player, I want to be able to move around the room-space so that I feel fully immersed.