Feature Specification

MVP Features

- Environment
  - Available on the Oculus Quest Store
- Menu
  - Text welcoming users to Game
  - Scene or room selector to choose rooms that have been unlocked
  - Start button that loads the Room scene of the given room
- Rooms
  - Door or exit point that acts as the end goal, once unlocked the door will open
  - Walled in, with paintings and furniture
  - Success Sound for completing a puzzle or room
  - Password entry for doors with hidden password
  - Drawers with items
  - Paintings blocking or hidden information
  - Keys
  - Movable furniture for access to new terrain or puzzles
  - If the user holds the trigger on a movable object they can pick it up and move it aside
  - User can throw objects
  - User can open doors, drawers or other closed areas
  - User can Move around the room to get better looks, angles, or positions around objects.

Effort/Benefit Matrix

Number	Category	Feature	Effort	Benefit	MVP	Index (21-E) * B
1.a.	Environment	Available on the Oculus Quest Store	13	21	Y	189
1.b.	Environment	Available on Oculus Rift store	9	5	N	60
2.a.	Menu Scene	Text welcoming users to Game	2	13	Y	247
2.b.	Menu Scene	Spiral rotating camera showing the different rooms	7	3	N	42
2.c.	Menu Scene	Scene or room selector to choose rooms that have been unlocked	6	15	Y	225

2.d.	Menu Scene	Start button that loads the Room scene of the given room	6	21	Y	315
3.a.i.	Rooms	Door or exit point that acts as the end goal, once unlocked the door will open	8	21	Y	273
3.a.ii	Rooms	Each room will be unique in its looks	14	10	N	70
3.a.iii	Rooms	Walled in, with paintings and furniture	6	14	Y	210
3.b.i.	Rooms	Light music for each room	12	5	N	45
3.b.ii.	Rooms	Heartbeats when the timer gets closer to 0 seconds left	10	10	N	110
3.b.iii	Rooms	Success Sound for completing a puzzle or room	6	10	Y	150
3.b.iv	Rooms	Error sound for failed puzzles	7	10	N	140
3.c.i	Rooms	Password entry for doors with hidden password	9	18	Y	216
3.c.ii.	Rooms	Drawers with items	9	15	Y	150
3.c.iii	Rooms	Paintings blocking or hidden information	6	13	Y	195
3.c.iv	Rooms	Keys	10	12	Y	132
3.c.v	Rooms	Movable furniture for access to new terrain or puzzles	7	11	Y	154
3.d.i	Rooms	If the user holds the trigger on a movable object they can pick it up and move it aside	5	19	Y	304
3.d.ii	Rooms	User can interact with a Robot that talks to them that gives hints to the puzzles	17	10	N	40
3.d.iii.	Rooms	User can throw objects	8	10	Y	130
3.d.iv	Rooms	User can open doors, drawers or other closed areas	8	10	Y	130
3.d.v	Rooms	User can check the time left on the puzzle	12	5	N	45
3.d.vi	Rooms	User can Move around the room to get better looks, angles, or positions around objects.	7	12	Y	168
3.e.i	Rooms	User can save their score to compete with other users online	16	2	N	10

4.a.	Random Rooms	Rooms will have multiple options for looks that come at random	14	11	N	77
4.b.	Random Rooms	Rooms will randomize puzzles to keep rooms fresh and replayable	19	15	N	30
4.c.	Random Rooms	Custom Room difficulty options	21	14	N	0

All Feature List

1. Environment
    a. Available on the Oculus Quest Store
        i. User must have access to wifi to download
    b. Available on Oculus Rift store
        i. User must have a Computer and access to Wifi to download
2. Menu Scene
    a. Text welcoming users to Game
    b. Spiral rotating camera showing the different rooms
    c. Scene or room selector to choose rooms that have been unlocked
    d. Start button that loads the Room scene of the given room
3. Rooms Scene
    a. Room
        i. Door or exit point that acts as the end goal, once unlocked the door will open
        ii. Each room will be unique in its looks
        iii. Walled in, with paintings and furniture
    b. Audio
        i. Light music for each room
        ii. Heartbeats when the timer gets closer to 0 seconds left
        iii. Success Sound for completing a puzzle or room
        iv. Error sound for failed puzzles
    c. Puzzles
        i. Password entry for doors with hidden password
        ii. Drawers with items
        iii. Paintings blocking or hidden information
        iv. Keys
        v. Movable furniture for access to new terrain or puzzles
    d. User interaction
        i. If the user holds the trigger on a movable object they can pick it up and move it aside

        ii.   User can interact with a Robot that talks to them that gives hints to the puzzles
       iii.   User can throw objects
       iv.   User can open doors, drawers or other closed areas
       v.   User can check the time left on the puzzle
       vi.   User can Move around the room to get better looks, angles, or positions around objects.

   e. Scores
       i.   User can save their score to compete with other users online

4. Room Randomness
   a. Rooms will have multiple options for looks that come at random
   b. Rooms will randomize puzzles to keep rooms fresh and replayable
   c. Custom Room difficulty options