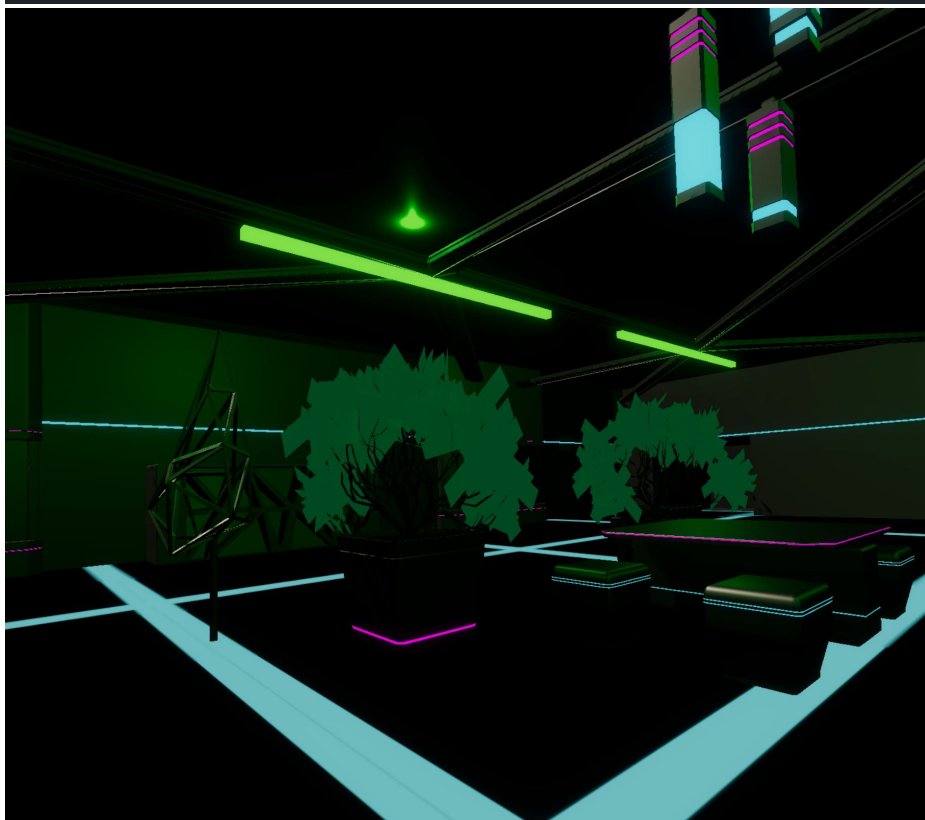
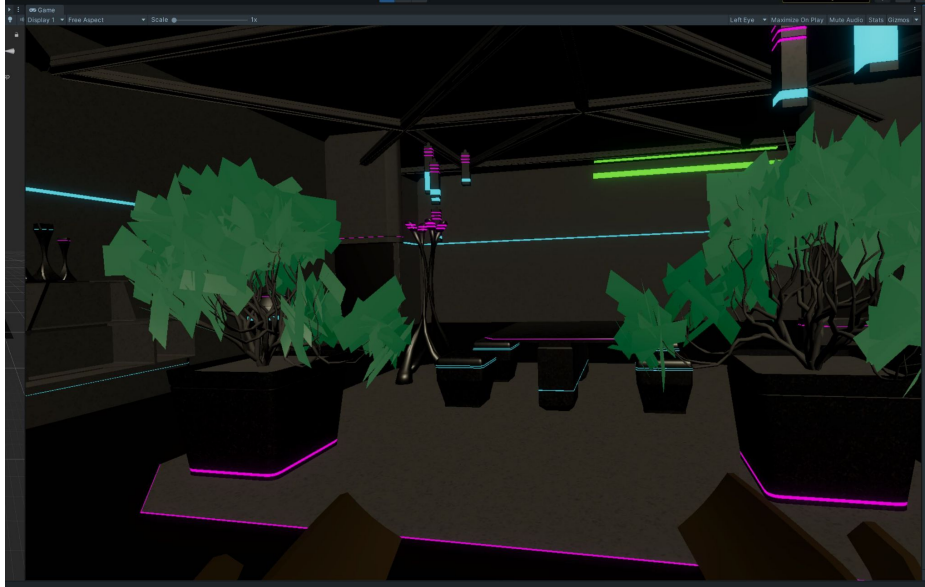


# Lobby - Game Design Document



# 1.0 Overview

## 1.1 Game Summary

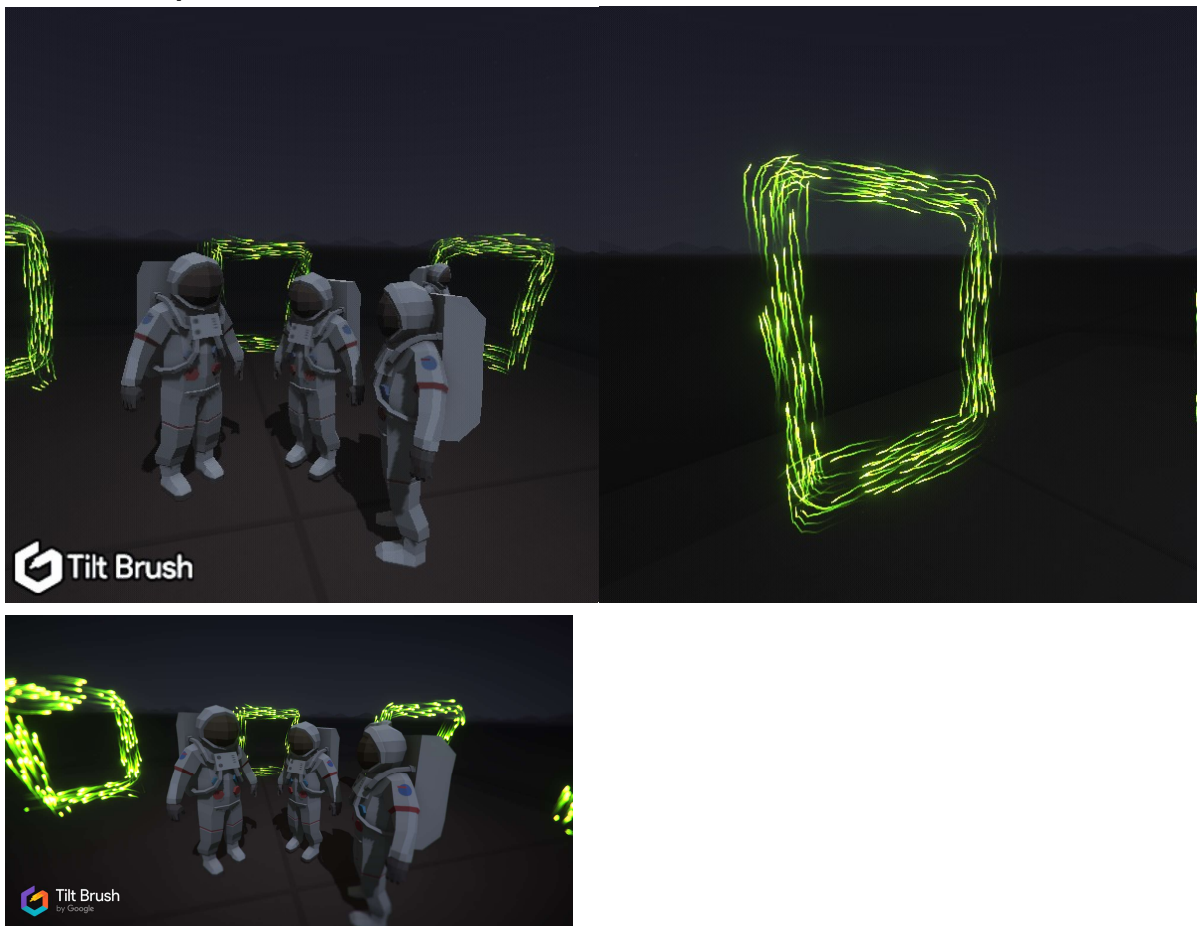
The lobby is simply a place to hang out in multiplayer.

The player is not charged to be inside this room and all of the same player features are activated.

## 1.2 Desired Experience

The players are encouraged to just hang out in this room, this could also double as a waiting room while your friends are getting set up.

### Initial Concept Art



### 1.3 Desired Player Behaviours

The player is encouraged to just hand out and interact with other players.

### 1.4 Actual Mechanics

#### 1.4.1 Teleport

Player can teleport to different positions

#### 1.4.2 Voice Chat

Players can speak to each other using the VR microphone

### 1.5 Controls

Standard movement only, refer to main GDD

## 2.0 Style and Feel

### 2.1 Summary of Desired Audiovisual Style

The style of this game will just be an interesting room with glowing accents.

This is a fairly simple experience as there is no real game happening.

This also allows us to push the graphics a little higher because of the reduced performance overhead.

### 2.2 Desired Visual Style

Following the neon theme of the game

### 2.3 Desired Audio Style

Same as other rooms

### 2.4 User Interface

Same as Standard VR player

### 2.5 Camera Controls

Same as Standard VR player

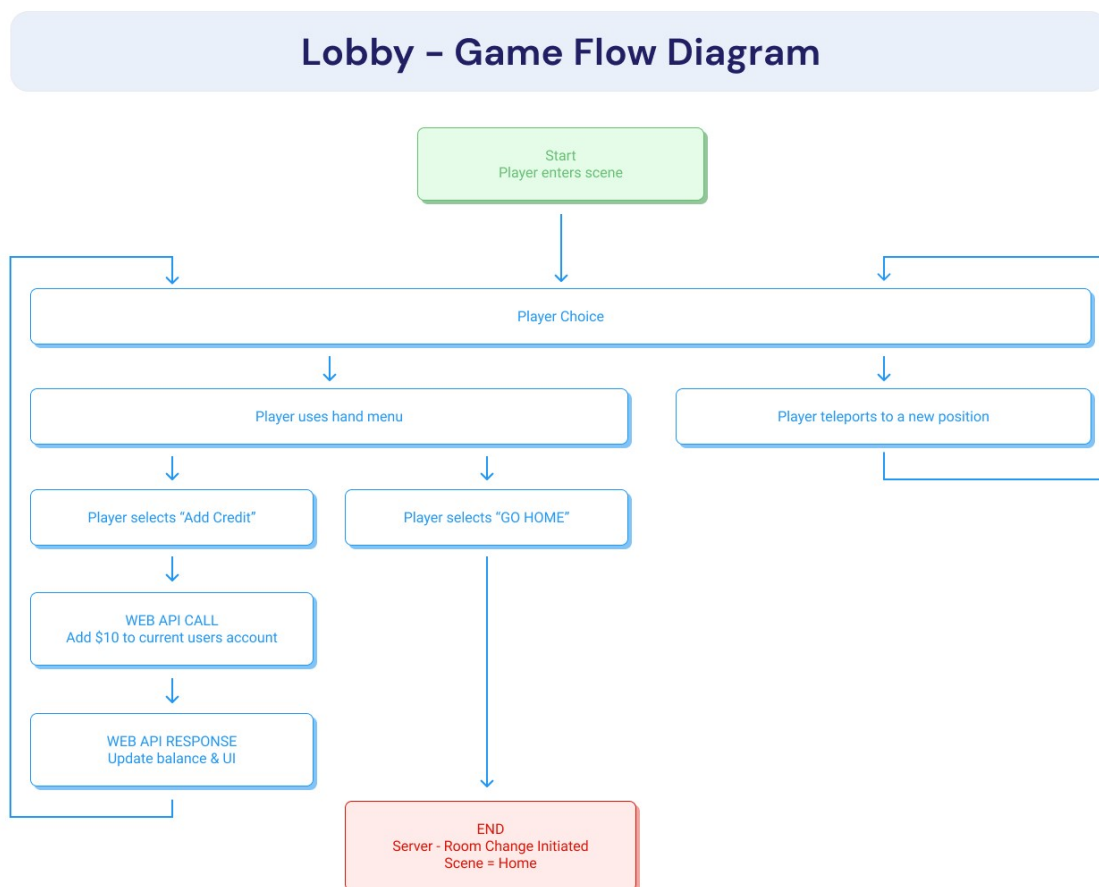
## 3.0 Game Flow

### 3.1 The Game Minute

The player enters this room to find two of their friends already in the room waiting. They are awaiting the last of their friends to join before they navigate to one of the game rooms.

The final friend joins. They all have a vocal discussion about which game they will all go to then they use the Home button to exit this scene and go to the game room they agreed upon.

### 3.2 Game Flow Diagram



[https://drive.google.com/file/d/1p0rNtPSDGF\\_0bfb8oqvFLmlfq8483Q6V/view?usp=sharing](https://drive.google.com/file/d/1p0rNtPSDGF_0bfb8oqvFLmlfq8483Q6V/view?usp=sharing)

## 4.0 Target Audience

*Same as main GDD*

## 5.0 Asset List

### 5.1 3D Assets

*Decorative assets*

*Dark room*

### 5.2 Audio Assets

Background music - Chill