Virtual Wetlab

Revision: 1.0

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Overview

## **Theme / Setting**

- <Insert Theme here>

## **Core Interaction Mechanics Brief**

- Button Press in VR

- Fluid Controll

- Particle System Intensity Controller HTC Vive

**Targeted platforms**

- Vive

## **Project Scope**

- <Application Time Scale>

- Time Scale (How long will it take to make this application?)

### 

## **The elevator Pitch**

<A one sentence pitch for your application.>

Pretend that your were pitching your application to someone going to the elevator. You have less than 60 Seconds.

**Core Interaction/Input Mechanics (Detailed)**

### **- <Core Interaction Mechanic #1>**

- <Details

/Describe in 1 Paragraphs or less/

- <How it works>

/Describe in 1 Paragraphs or less/

### **- <Core Interaction Mechanic #2>**

- <Details>

/Describe in 1 Paragraphs or less/

- <How it works>

/Describe in 1 Paragraphs or less/

# Assets Needed

## **- 3D**

- 3D Model List

- Model #1

- Model #2

- Model #3

- Environmental Model Lists

- Example #1

- Example #2

- Example #3

## **- 2D**

- Textures

- Environment Textures

- Example: Texture image of grass, stone and brick.

- Etc.

## **- Sound**

- Sound List (Ambient)

- Sound 1

- Sound 2

- Sound 3

- etc.

- Sound List (Player)

- Interaction Sound list

- Sound 1

- Sound 2

- Sound 3

- etc.

## **- Code**

- Camera Scripts (Player Controller)

- 1st person / 3rd person?

- Ambient Scripts (Runs in the background)

- Example

- Object Interaction Scripts

- Example

- etc.

## **- Animation**

- Environment Animations

- Example

- etc.

- Player

- Example

- etc.

- Other Objects

- Example

- etc.

# Schedule

### **- <Milestone #1>**

- Week 4

- Describe Milestone

### **- <Milestone #2>**

- Week 8

- Describe Milestone

### **- <Milestone #3>**

- Week 12

- Describe Milestone