VRchery:

A VR Archery Experience

**High Concept:** VRchery will have players doing their best Robin Hood impersonation as soon as they put on their VR headset. They will be presented with a scene filled with targets that they must shoot at to get the highest score possible.

**Controls:**

* **Hands:** Depending on the dominant hand of the player the bow will either be placed in their left or right hand. (Left if they are right hand dominant, Right if they are left hand dominant)
* **Grip Buttons or Trigger:** The grip button or trigger will be how the player begins to draw back arrows and then release them
* **Sound:** We will have multiple sounds centered on the bow such as a drawing sound and an arrow release sound. There will be sounds around the scene too that help immerse the player into the experience like a sound when the arrow hits a target or when a target reveals itself.
* **Scene Design:** Our initial plan is to craft an archery range game that has targets at various ranges and angle for the player to try to hit. Some will be hidden behind objects and then pop out for the player to shoot. Our goal is to have a points system that takes into account how long the player took to shoot all the targets and where they shot the target.
* **Research:** Our research will be into how we can create interesting interactions in VR now that we are working in an environment that we are familiar with we can spend more time experimenting with interactions and less time worrying about how the basics work. We have a relatively good idea of how our main mechanic will work, and we have found some good tutorials if we have trouble developing it, so our main worry is adding in cool side mechanics that enhance the experience.
* **Primary Focus:** Our first focus will be on getting our bow mechanics working, as discussed above we will have a bow model attached to one player hand and the other hand controls how the player fires the bow.
* **Target User and Hardware:** Our target audience is anyone who owns a VR headset and loves shooting games in VR, for instance, SuperHotVR. We are developing on a Windows Mixed Reality Headset and are aiming for the application to be used by anyone who can access steamVR applications with a VR headset, not just Windows Mixed Reality.