COMP 2003 | Game Design Document

PC Building

Quite self explanatory. Possibly teach what each thing is used for and the role within the PC? Level one would start by building the simplest type of PC that you can build. Then different levels can crank up the difficulty to, finally, build your own custom PC. Data can be acquired by keeping track of how many times the user places a piece of the PC in the wrong place, and how mistakes decrease over time (over levels)

Notes:
- Can be transferred to VR, if we get to that point
- Modelling - close to zero (the levels can just be in a room with a desk and the PC on top. No need for worldbuilding)

Problems that we could come up with during the project

Amir	Eyad	Frank	Javier

Driving Simulator

Explanatory idea that helps people that can't drive to do so. It will be easy to implement it into vr. It would have simple mechanics and all the information needed to learn how to safely operate a car, like what steps you should take when first getting into one etc…

We can have informational videos either made by us or imported from somewhere else to help give a visual idea of what stuff should look like in the car setting and maybe slime driving mechanics as a fun addition but nothing too complex. Maybe a choice between automatic and manual for added selection. Maybe … some basic traffic laws. And lastly a lot of space to make a nice looking setting or just a flat road depends on what we like to do at the time.

Problems that we could come up with during the project

Amir	Eyad	Frank	Javier