VR Project Design Document

mm|dd|yyyy
Name

1
App Info

Tentative Title: | Cubix

✓ Education & Training

Mental Health & Fitness

Travel & Discovery

Media & Entertainment

Productivity & Collaboration

Gaming

Art & Creativity

Other: _____

2
Pitch

To goal is for users to practice :

Users will learn to throw objects of a specific color in the correct container where it will be consumed. There will be a countdown timer running and when users place the wrong cube in the wrong container then 10 seconds will be deducted from the timer. Once the countdown reaches zero then the scene will restart.

This will be especially fun in VR b/c:

Users have to place cubes in the correct container before time runs out. If the timer runs out then the scene will restart.

At a high level, during the app, users will:

Will learn to pay attention to the cube colors and put them in the correct containers before time runs out. Putting an incorrect cube in the correct container will make the scene restart faster.

This experience will be targeted at devices with:

[3	6]	degrees of freedom, giving users control over the	[rotation	movement & rotation]	of their head & controllers.

3
Basics

The app will take place in:

In a game room

and the user will get around the scene with:

[teleport][continuous]	movement.

The user will be able to grab:

- Cubes with different colors
- Hats

There [will] be sockets:

- Hooks to place hats on.

4 Events & Interactions

There will be haptic / audio feedback when:

- Vibrations when grabbing or releasing objects.
- Audio when grabbing or releasing objects.

There will also be 3D sound from:

- From the skylight of the room(Bird sounds).

If the user is holding:

	and presses the trigger,	
	and presses the trigger,	
	and presses the trigger,	
		Suggestions: a UI change, a sound/video plays, a particle plays, an object is spawned or destroyed.

By default, the left hand will have a:

[Direct | Ray]	interactor.

and the right hand will have a:

[Direct | Ray]	interactor.

And you [will | will not] be able to toggle on a [Direct | Ray] interactor using the [thumbstick | button].

The main menu will be located:

By the table.

and from the main menu, the user will be able to:

- To see the amount of time left, till the scene restarts
-

[Optional] There will be additional UI elements for:

- Brief Intro to the scene
- To see how much time is left till the scene restarts

5 Optimization & Publishing

To make the user experience more accessible / comfortable:

-
-
-

Given that this app is targeting the [headset model], target metrics are:

Frames per second:	>= _____	FPS
Milliseconds per frame:	< _____	ms (= 1,000 / FPS)
Triangles per frame:	_____ - _____	tris
Draw calls per frame:	_____ - _____	batches

Lighting strategy:

All baked	✔ Mostly baked with some mixed	All real-time

Light probes [will | will not] also be used for more realistic mixed lighting.

6

Other features (Optional)

- Placing hats on hooks
- Placing hat on Player head
-
-
-
-
-
-

7

Sketch (Optional)

8

Timeline (Optional)

	Milestone	Date
1	-	
2	-	
3	-	
4	-	
5	-	