**Industry project Objectives & Deliverables**

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| Bootcamp | Games Development |
| Cohort Number | U3G2P2 |
| Project Name | Whisper Down the Lane |
| Client Organisation | Aramco |
| Project Co-ordinator | Christian Frost |
| Project Team Members | Lyon Simic, Alexander Burton, Daniel Meakes, Jinhao Zhang |

***Instructions***

**For the objectives**

* Please ensure that, ***as a team***, you perform a thorough analysis of your project brief and then outline this analysis in concise bullet points in the box provided.
* The detailed overview of the project aims to show that you understand what your project brief requires you to do.
* Split your analysis into the different sections and be as detailed as possible.
* **You must avoid copying and pasting parts of the brief (e.g., text, graphs) and submit it as your own work**.
* Direct quotation shall only be allowed, if the part is put in quotation marks and referenced, followed by your own explanation of what you understand from the copied part.
* By providing a thorough analysis on the objectives in this document, this will help you allocate your tasks more efficiently *(use Jira for that purpose*)*.*

**Deliverables**

* Please ensure that you include all the documents that you are required to submit at the end of your project.

***Important***

Before you submit this document, please ensure that you have proof-read it thoroughly, fixing any S.P.A.G. and formatting errors in your responses.

**Please ensure that you submit your document** **promptly before the following submission deadline.**

**Submission Deadline:** *Sunday, December 11th, 2022 (at 23.59)*

*Objectives*

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| * **Produce a 3D Application Based Soley on the Source Material.** * **Export the VR Camera Footage into an Accessible, 360, Video Format.** * **Keep Camera Restricted for each Couple of People in the Scene.** * **VR Camera will be Positioned Strictly Between Two Characters.** * **Ensure the Player Cannot Move, only Listen and Watch.** * **Maintain Original Message through Visual Storytelling.** * **Keep Project as a Work-In-Progress and Proof-Of-Concept.** |

*Deliverables*

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| * *VR Oculus Quest 2 App Package File (APK).* * *360 Degree Video Exported from Unity Camera.* * *Client Project Progression Presentation.* |