Goose Hunt

Planning Document

Cross-platform Development – A1DIP 2019

Academy of Interactive Entertainment

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# **Screen Mock-Ups**

# **Player Control Issues**

On the Oculus Go you cannot track the position of the controller, restricting the controls in the game, as you cannot do anything that requires the controller to be moved. For PC your aim is restricted to the middle of the screen.

# **Screen-Size and Aspect Ratios**

A personal computer usually has a monitor with an aspect ratio of 16:9 with a resolution of 1920 x 1080 where as the oculus Go also has an aspect ratio of 16:9 but a screen resolution of 2560 x 1440, so the aspect ratio of both is the same however the Oculus Go has a larger screen resolution is both height and width

# **API / Software Version**

The software used to create the project is Unity, the specific version of Unity that will be used to create the project is 2018.3.8f1. For the Oculus Go compatibility, Android SDK will be used with Android 4.4 ‘KitKat’ as the version.

# **Deployment Methods**

Users would be able to download the game via the Unity Assets store or by link to a drop box.

# **Platform-specific features or Constraints**

On PC you can refine the mouse sensitivity to your liking, however aiming and the camera are the same, you cannot look and aim independently. On the Oculus Go the controls are 1 to 1 to the user’s movements and aiming is free from the camera, so you can look and aim independently, however, VR can cause motion sickness.

# **Industry Standard Tools**

Unity has a built in cross-platform development feature. IF defines will be used to check the current platform the game is being played on, so the correct control layouts can be used.

# **Environmental Considerations**

The PC version of the game will not have any environmental considerations as the player is stationary while the VR version will need adequate space to move around in the game.

# **Assignments**

Thomas – Weapon & GUI

Grant – Control

Connor - Scene