

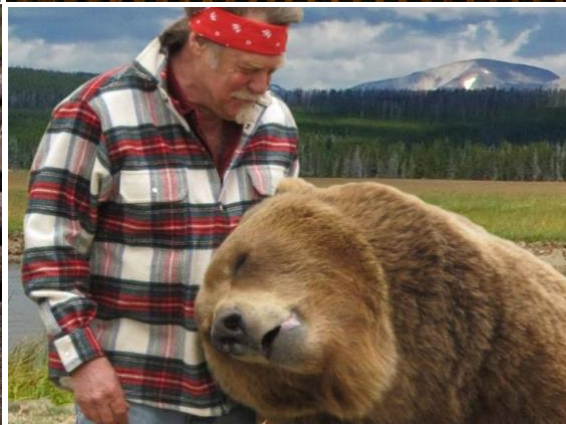
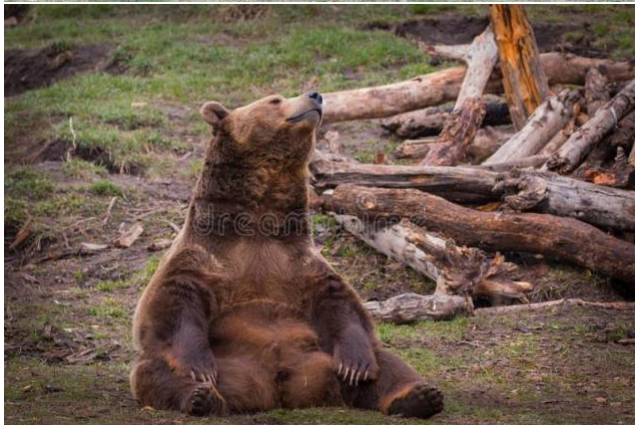
Team Name: Rasp-bear-y Pi

Technology: Quest 2 Built-in Headset Tracking

Name	Anticipated Role
Ladarius Course	Developer/World Building
Tanner Hess	Developer/Tech Support
Collin Newton	Developer/Narrative
Brayden Ball	Developer/Coding

Environment Title: Bear Training Facility

The idea is to use some interesting assets in new interactive ways. Using motion tracking we will attempt to have a bear respond to hand movements and objects within the environment. Maybe the bear will do what you want or the action of giving it food will make the bear do more. Who wouldn't want to interact with a bear without having to be near one in real life?



Story Board:



OR



Open in a room with a bear in a cage (multiple maybe). Learn you can feed them and make them either love or hate you! Choose your actions wisely...

Narrative: One day while exploring the grand forest, you stumble upon an incredible creature. It is a beautiful bear. None like you have ever seen. Luckily you know what to do. You're experienced in this field. You managed to get this bear back to your facility in order that you may tame this beast. Getting to know and interact with a bear is nothing new to you! Use your knowledge (and maybe your handy notes) to tame this wonderful beast. There is nothing to be afraid of. You are an expert!