Game Design Document: VR Training Application

Game Title: VR Training Application   **Game Engine:** Godot
Genre: Training Simulation   **Target Platform:** VR Headset

Game Overview:
The VR Training Application is a virtual reality training application designed to provide users with a realistic and immersive training experience. The application will use the Godot game engine to create a variety of training scenarios, including:

- **Firearm Training:** Users can practice shooting firearms in a safe and controlled environment.
- **Medical Training:** Users can learn how to perform first aid procedures, such as CPR and wound care.
- **Disaster Preparedness Training:** Users can learn how to respond to natural disasters, such as earthquakes and floods.

Game Features:

- **Realistic and Immersive Environments:** The application will use high-quality graphics and sound design to create realistic and immersive training environments.
- **Interactive Training Scenarios:** The application will feature a variety of interactive training scenarios that allow users to practice their skills in a safe and controlled environment.
- **Performance Tracking:** The application will track user performance and provide feedback on their progress.
- **Multiplayer Support:** The application will support multiplayer, allowing users to train with others in a collaborative environment.

Game Development Timeline:
The game is expected to be developed over a period of 12 months. The following is a tentative development timeline:

- **Pre-Production:** 2 months
- **Production:** 8 months
- **Post-Production:** 2 months

Game Budget:
The estimated budget for the game is £1000. The following is a breakdown of the budget:

- **Art and Design:** £250
- **Programming:** £500
- **Marketing and Distribution:** £250

Target Audience:
The target audience for the VR Training Application is individuals and organisations looking for a realistic and immersive training experience. The application is suitable for a wide range of training needs, including:

- **First responders:** Firefighters, police officers, and EMTs
- **Military personnel**
- **Healthcare professionals**
- **Corporate training**

Monetisation Strategy:

The VR Training Application will be monetised through a subscription model. Users will be able to subscribe to the application on a monthly or annual basis.

Marketing and Distribution:

The VR Training Application will be marketed through a variety of channels, including:

- **Online advertising**
- **Social media**
- **Public relations**

The application will be distributed through both the Oculus Quest and Steam stores.