

VR Project Design Document

06|22|2023
VVLP Team

1 App Info

Tentative Title:	Hedeby Chest		
<input checked="" type="checkbox"/>	Education & Training	<input type="checkbox"/>	Mental Health & Fitness
<input type="checkbox"/>	Travel & Discovery	<input type="checkbox"/>	Media & Entertainment
<input type="checkbox"/>	Productivity & Collaboration	<input type="checkbox"/>	Gaming
<input type="checkbox"/>	Art & Creativity	<input type="checkbox"/>	Other: _____

2 Pitch

To goal is for users to [learn | **experience** | practice | review | design | play | other]:

Learn how one might interact with this specific historical object including what might have been stored in it.

This will be especially [impactful | educational | **memorable** | effective | fun | other] in VR b/c:

museums do not typically allow you to interact with objects so this will be a unique experience for most people.

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

open, retrieve items from, place items in, and close the chest.

This experience will be targeted at devices with:

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

The app will take place in:

a field (eventually a ship)

and the user will get around the scene with:

[teleport]

movement.

The user will be able to grab:

- bedroll
- cup
- bowl
- comb

There [will not] be sockets:

-
-
-

4

Events & Interactions

There will be haptic / audio feedback when:

-

-

There will also be 3D sound from:

-

-

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:

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

-

-

[Optional] There will be additional UI elements for:

-

-

5

Optimization & Publishing

To make the user experience more accessible / comfortable:

-

-

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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)

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-

-

-

-

-

-

-

7
Sketch (Optional)

8
Timeline (Optional)

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