VR Project Design Document

06|22|2023 **VVLP Team**

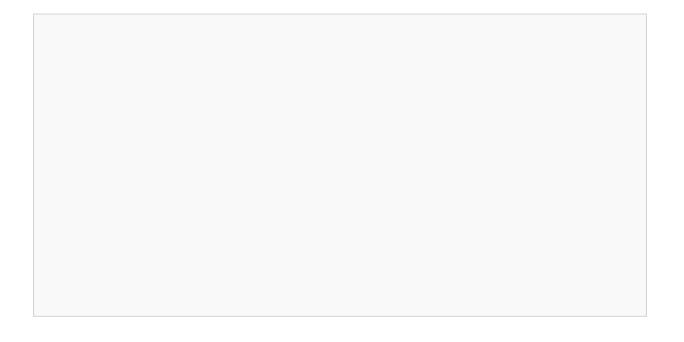
1 App Info	Tentativ	e Title:	Hedeby Chest					
	✓ Education & Training			Mental Health & Fitness				
	Travel & Discovery			Media & Entertainment				
	Pro	Productivity & Collaboration			Gaming			
	Art & Creativity			Other:				
2	To goal is for users to [learn experience practice review design play other]:							
Pitch	Learn how one might interact with this specific historical object including what might have been stored in it.							re
	This will be especially [impactful educational memorable effective fun other] in VR b/c:							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	
3	The app will take place in: and the user will get around the scene with:							
Basics	a field (eventually a ship)			[teleport] movement.				
	The user will be able to grab:			There [will not] be sockets:				
	- bedroll - cup - bowl			-				

4	There will be haptic / a	udio feedback w	hen: Th	There will also be 3D sound from:				
Events & Interactions	-			- -				
	If the user is holding:							
		and presses th	ne trigger,					
		and presses the trigger,						
		and presses the trigger,						
					nge, a sound/video plays, a ct is spawned or destroyed.			
	By default, the left hand will have a: and the right hand will have a:							
	[Direct Ray] inte	ractor.	[Direct	ect Ray] interactor.				
	And you [will will not]	be able to toggl	e on a [Direc	ct Ray] interactor using	g the [thumbstick button].			
	The main menu will be	located:	an	and from the main menu, the user will be able to:				
				-				
	[Optional] There will be additional UI elements for:							
	-							
5 Optimization	To make the user experience more accessible / comfortable:							
& Publishing								
	Given that this app is targeting the [headset model], target metrics are:							
	Frames per second:	>=		FPS				
	Milliseconds per frame	e: <		ms (= 1,000 / FPS)				
	Triangles per frame:			tris				
	Draw calls per frame:			batches				
	Lighting strategy:							
	All baked	~	Mostly bake	ed with some mixed	All real-time			
	Light probes [will will not] also be used for more realistic mixed lighting.							

6
Other
features
(Optional)

-			
-			
-			
-			
-			
-			
-			
-			

7 Sketch (Optional)



8 Timeline (Optional)

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