

VR Design Document

007

Confidential Disclaimer _____

Overview of the project:

- Genre :
- Inspirational references
- Basic Narrative :
- Include at least one piece of concept or Inspirational art
- Synopsis -

Unique Selling Points

I am the one doing the project. That fact alone is the most unique and exciting selling point anybody is going to get and this stuff, let me tell you, it sells like crazy.

- Interactions with objects in the room(in a fun way let's hope)
- Free movement to the desired location
- Lots of painting of semi-naked people
- Do I need to continue?

Game loop

Enter and explore a room

User can move head to look 360 degrees

Different rooms different ambiance

Day lasts (half of a average time spent using the app) for now let's say 5 minutes

User can paint all over OR character explains a room(character is active as soon user is close OR many characters that each explain one thing in there respective corners)

Art Style

Cozy room

Plainglass room

Futuristic room

Status

Milestone Schedule

1. Interactions(XR)- Friday 24/02
2. First room selection and organization - Monday 27/02
3. Locomotions, Interactions with all objects in a room - Wednesday 01/03
4. Painting OR character that explains a room to the user - Monday 08/03
5. Interactive UI - Friday 10/03

Project Vitals

- Development cycle - 1 week