



NEW YEARS SANDBOX



Introduction

/ 1 sentence each, maximum/

- **Whats this document?**
- **Why does the reader care?**
- **Date, location, author**

Executive Summary

/ 1 sentence each, maximum/

- **What is the fun factor?**
- **How do we know this is going to be fun?**
- **What is the UX outcome**
- **How does the user engage the world?**
- **How does this technically happen**

Strategy

Objective Build and Present a Fun Sandbox XR

Audience Web/Steam users Dec 30- Jan 2

- **What did you recently accomplish - Why**
- **What are you accomplishing now - Why**
- **What are you accomplishing next - Why**

Measure of Success

- **Qualitative**
- **Quantitative**
- **Broadly**
- **Precisely**
- **Misc**



Production Pipeline

Phase	Deliverables	Due Date
Design		
Development		
Testing		
Deployment		

Design

World

100-300 words

Interface

100-300 words

Story

100-300 words

- Graphic art that visualizes form and function

Development

One sentence stating status and planned deliverable.

- **Script/Specs:***

- **Assets:**

- **Mechanics:**

- **Game Play:**

- **Application:**

- **Data:**

- **Run Time:**

- **OS:**

Technical Graphic

Interface Graphic

Financial Predictions

- **Current Markets**

- **Trends**

- **Forecast**

Graphic



Website

- URL
- Link to executable

Team

- Summary
- Individuals: Background, Responsibilities, Philosophy 50-150 words per indiv