Learn to Drive *(UPDATED)*

BY

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(1) Summary:

- Learn to drive will be an experience teaching you the basics of driving a car in a realistic environment.
- The experience will give the user the feeling of driving and also some tips of driving.

(2) Scene:

- The experience will include two main scenes.
  - The city.
- Controls and interactions:
  - In main menu
    - User can interact with two buttons first to start the experience and the other to exit.
  - In the main scene "city" :
    - Left trigger will move the car in the backward.
    - Right trigger will move the car forward.
    - Car wheel you can control it to rotate the car.

(3) Theme:

- Main scene will be a realistic environment so its mood will be exciting.
- The main menu scene will be small without big details.

- Interactive objects:
  - The car.
  - Speed limit signs.

- Traffic light.
- Road cones.
- Ambient objects:
    - Buildings.
    - Trees.

(4) Scenario:

- The player will be in a challenge and he has some points.
- Your challenge consists of passing through some traffic signs (traffic light – speed limit – road cones).
- Every mistake you made will decrease your points.
- Mistakes may by breaking a traffic light or destroying a cone.
- After passing through different types of the mentioned traffic signs, you will reach a checkpoint.
- At the checkpoint player will now if he succeed or failed.
- If he succeeds he will be able to explore the whole city, but if he failed he will restart the challenge.

(5) Flow:

- Driving has rules.
    - When the experience start you will be in a car, and you will have an assistant called rift.
    - Rift will introduce himself, then he will tell you about your challenge, will teach you the controls and finally he will tell you about points system (sound).
    - All instructions also will be written and the player can read it.

- *In the experience while rift is talking you will not be able to move the car you must listen first.*
- After finishing instruction part you will face your first quest which is a speed limit sign, when passing it if your speed is greater than allowed you will lose a point.
- Then you will face a traffic light sign where rift will return to explain how it works, and also if you break it you will lose a point.
- Road cones will separate the two sides of the road if you crash with one of it you will lose a point so you have to be careful.
- Until arrives the end where you will know if you succeed or failed you will face driftnet types of the mentioned traffic light signs.

(6) Graphics:

- Graphics of the experience will be realistic.

- Graphics needed

- Trees.
- Buildings.
- Car.
- Roads.
- Road signs.
- Plants.

(7) Audio:

- Sounds will be realistic.
- SFX needed:
  - Car sound.
  - Instructions.

(8) Scripts:

- Player: *script that holds player points.*
- Playervivecontrols: *the script that handles taking inputs and actions from the user.*
- Riftman: *handles the mentioned assistant audios and also UI elements.*
- Speedlimit: *script for speed limit signs.*
- Theend: *is the checkpoint script that tells you if you succeed or failed.*
- Trafficlight: *handles traffic light sign.*
- *Besides scripts from imported packages (steamvr – interaction system – standard assets for the vehicle).*