

CS 30700
TEAM 24: PROJECT CHARTER

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Problem Statement: Short and succinct (one or two sentences)

We are trying to introduce a new service of entertainment by using VR by making a horror game. We feel that with VR we could enhance the concept of a horror game as the player will be immersed within the environment. This will be different from similar systems because we will be trying to take advantage of VR and put our spin of what it means to be actually playing a horror game.

Project Objectives: What the project will achieve

This project will further develop the reality of VR games. The project would provide entertainment to our users and show what is possible through VR gaming. We would like to learn how to not only use VR but also learn how to work with a game engine. We would really like to scare our audience.

Stakeholders: Persons who will be actively involved with the project (e.g. project sponsor, types of users, etc.)

The relevant stakeholders involved would be the VR device that we would have to obtain. The types of users would be anyone as anyone would be free to play. The project sponsor at most would be Purdue University as they would obtain the VR device for us to develop in.

Project Deliverables: The major results or services that will be produced, what are the specific things the software will do

Deliverable 1: Map design, getting all the sprites, animations, and other game environmental aspects. We would work using the unity 5 game engine and take the time to learn tutorials as well as how to use VR as none of us know how.

Deliverable 2: Working to be able to look around and move with virtual reality as well as developing the game concept and making an actual story with puzzles for the user to solve.

Deliverable 3: Website explaining the game as well as fixing bugs and having user tests.