

PRE-PRODUCTION AND SCOPE REDUCTION FOR VRND CAPSTONE

Description

I will be building a simulation of golf course for my Capstone project.

At the beginning, within the player's immediate play area, there will be a golf bag containing three golf clubs (golf sticks). A ball will be placed on the teeing ground. There will be golf cup(s) ahead of the player where he can play the ball into.

The player will be able to pick up the golf clubs and gently hit it with the golf ball in the direction of a golf cup (golf hole). So the ball can enter the golf cup.

A caddie will be simulated to carry the golf bag for the player when the player goes from one teeing ground to another.

The player can enter a golf cart to navigate to other teeing ground within the golf course.

The goal is to complete the nine (9) cups on the golf course after which the player gets an access to an alternative storyline (A golf Museum).

At the golf Museum, the door will remain locked and the player will not be able to teleport to the golf Museum's main building until the player tells the door to open. When the door opens, the player gets access to the Museum rooms by teleporting around.

Inside the Museum Library, the player has access to the books in the Library and can also watch a golf video (PGA Tour). This video can only be played when the player tells it to play.

Features and Dependencies

1. **3D Models (Picture reference)**

- a. A ball



- b. Three golf clubs



- c. A golf bag



- d. Golf cart to carry the player, caddie and golf bag containing golf clubs to other teeing ground.



- e. A golf Museum Building



- f. Golf Accessories.



g. Golfers



h. Golf course with golf cups (hole)



2. **Animation**

- a. The Arrows with float Animation so they don't just stand hanging in the air
- b. The door.

3. **Game Loop**

- a. Player's Interaction with the golf clubs and the ball.
- b. Ability to teleport to area of choice by player on the golf course and in the Museum.
- c. Giving the player hint on where other teeing grounds are.
- d. Speech recognition for the Museum door to open and the TV to play.
- e. Reward system when the golf ball enters the golf cup with strokes less than 40.
- f. A caddie that will carry the golf bag for the player and follows the player everywhere the player goes.
- g. Golf cart to carry the player around the golf course

4. **Other Effects**

- a. Gamification of the golf course with particle system when the ball enters the cup.
- b. Spatial sound effects on when the club hits the ball, when the ball enters the cup, when the door slides open and when the TV plays.
- c. Realistic daytime lightning on the golf course.

Scope Reduction

Features and Dependencies

5. *3D Models*

- a. A ball
Revised: **Doable!**
- b. Three golf clubs
Revised: **Doable!**
- c. A golf bag
Revised: **Doable!**
- d. Golf cart to carry player to other teeing ground.
Revised: **Removed!**
- e. A golf Museum building
Revised: **Doable!**
- f. Golf Museum Accessories.
Revised: Must do! But will only get few accessories to put in the golf museum.
- g. Golfers
Revised: **Removed!**
- h. Golf course with golf cups (hole)
Revised: **Will use unity terrain and represent the holes by Cylinder gameObject so that when the ball enters the Cylinder it stops moving.**

6. *Animation*

- a. The Arrows with float Animation so they don't just stand hanging in the air
Revised: **Doable!**
- b. The door.
Revised: **Doable!**

7. *Game Loop*

- a. Player's Interaction with the golf clubs and the ball.
Revised: **Doable!**
- b. Ability to teleport to area of choice by player on the golf course and in the Museum.
Revised: **Doable!**
- c. Giving the player hint on where other teeing grounds are.
Revised: **Doable!**
- d. Speech recognition for the Museum door to open and the TV to play.
Revised: **Doable!**
- e. Reward system when the golf ball enters the golf cup with strokes less than 40.
Revised: **Doable!**
- f. A caddie that will carry the golf bag for the player and follows the player everywhere the player goes.
Revised: **This has to be replaced by putting different golf bag, golf clubs and golf ball on each teeing ground.**
- g. Golf cart to carry the player around the golf course

Revised: **Removed!**

8. *Other Effects*

- a. Gamification of the golf course with particle system when the ball enters the cup.

Revised: **Doable!**

- b. Spatial sound effects on when the club hits the ball, when the ball enters the cup , when the door slides open and when the TV plays.

Revised: **Doable!**

- c. Realistic daytime lightning on the golf course.

Revised: **Doable!**