



Leibniz Supercomputing Centre
of the Bavarian Academy of Sciences and Humanities



Technical Document & Guidelines

Centre for Virtual Reality and Visualisation

Version 2 (2021)

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1. Overview

Summary of the key elements of the application

1. Title

2. Abstract/Core idea of the application (2-3 Sentences)

3. Mode (e.g. first person, VR standalone, mobile VR, AR)

Virtual Reality (VR)

Augmented Reality (AR)

Other

4. Multi user or single user? (Multiple users in the application?)

Multi user

Single user

5. Target audience (e.g. students, researchers, children)

6. Deadline

7. Main Goal/Objective within the application (short summary)

8. Definitions/Terminology

9. Project partners (List of all participating parties)

2. Assets/Data

Elements of the application

1. Elements

a. Data (Is there external data e.g. point cloud, images, etc.?)

Yes ☒ No (If no, proceed to b.)

i. Type (Short description of the data)

ii. Format (What file format is the data?)

iii. Size (Relevant for large datasets > 1 GB)

iv. Location (Path to data that all developers can access)

b. Avatars

i. User

ii. Non user character

2. User Interface (UI)

a. Should there be a menu/UI in the application?

Yes ☒ No (If no go to 3.)

b. UI/Menu list (What elements are needed e.g. general menu, in application menu, in application text, etc.?)

3. Assets list (Objects of the game, e.g. environment, tree, stone, decoration)

a. Objects (interactive elements)

b. World

c. Audio

3. Mechanics

1. Progression (e.g. sketches, flow chart, storyboard or bullet points). Describe exactly what will happen in the application either in continuous text or using a previously mentioned medium.

2. Interactions

- a. Movement in software (How will the user move in the game?)
- b. Object interactions (e.g. pick up)
- c. Menu interactions (How does the user interact with the menu?)

3. Restrictions (e.g. interaction, navigation restrictions)

4. Visuals

*Note: Sketches or pictures as inspiration are welcome

1. General

- a. Overall theme (e.g. stylized, realistic)
- b. Hardware restrictions (e.g. yes for mobile/no for desktop)

Yes (Mobile)

No (Desktop)



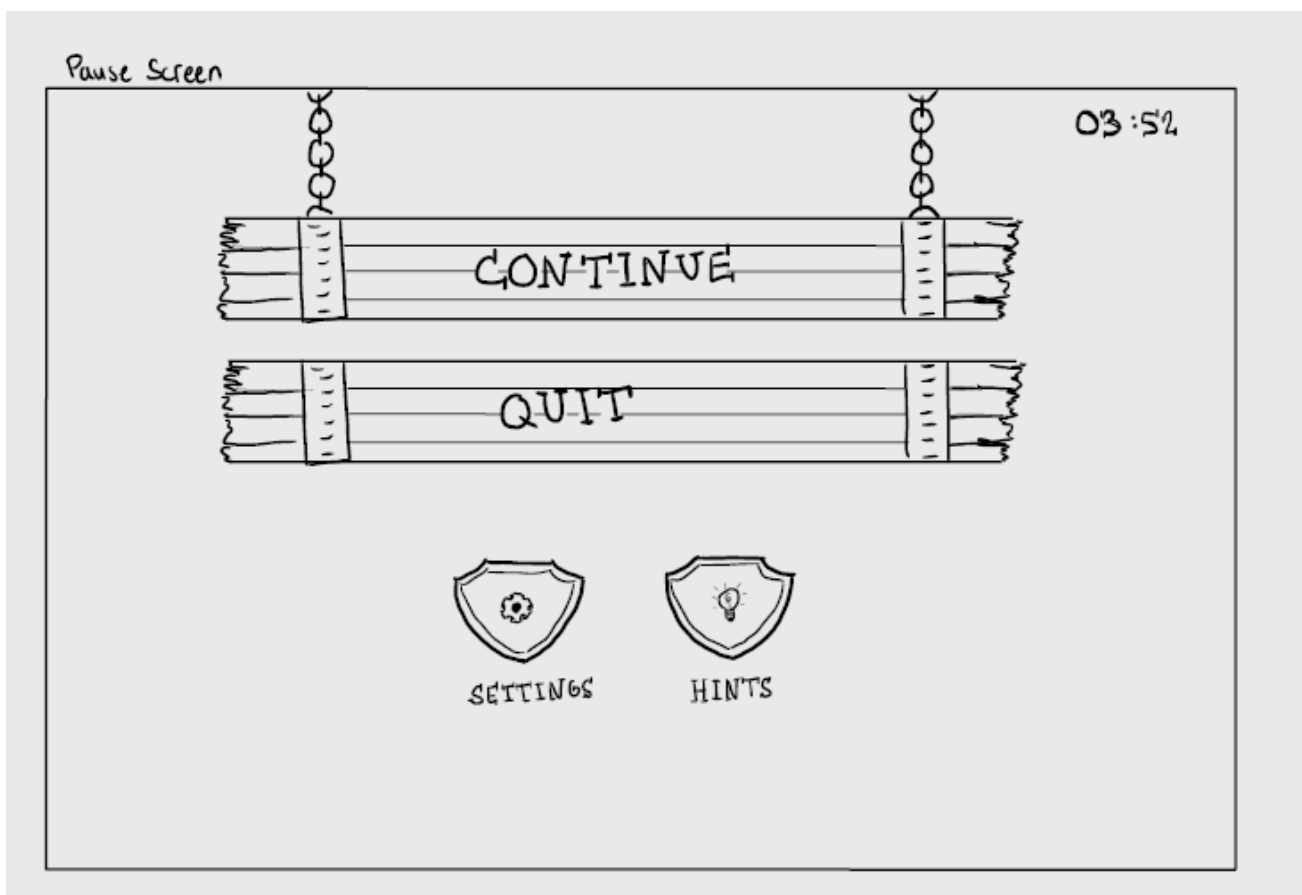
2. Environment layout (with sketches, e.g. blueprint of the application)



3. Graphical User Interface (GUI): How will the menus look?

a. Overall style

b. Elements (with sketches)



5. Technical Details

1. Target hardware

2. Development software

6. Attachments

7. Glossary

8. MISC