Capstone Planning

## Description:

For my Capstone Project, I will be building Simi interactive IT 360 VR Replica.

To begin the experience, viewers will see a Giant screen with a spooky film leader playing. A voice will come on scary in tone, welcoming the user to the experience. The user will be presented with a choice, The Prey, or the Predator. The user will have to choose a door. The scene will then transition to perspective that was chosen.

## Features And Dependencies:

### 3D Models + Animations

* 1. Floating TV with Film Leader
     1. **Revised: This can still be completed**
  2. 360 Shoot from Prey perspective
     1. **Revised: This has been scoped to be performed using mostly CGI.**
  3. 360 Shoot from Predator perspective
     1. **Revised: This has been scoped to be performed using mostly CGI**

### Game Loop

* 1. Player is presented with a floating screen playing a film leader.
     1. Still planning this
  2. After film leader and narration is completed user is presented with two doors to go through
     1. Still planning this
  3. Player chooses Prey line, 360 video plays
     1. Still planning this
  4. Player chooses Predator line, 360 video plays
     1. Still Planning this