

XR-based Project Design Document

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Bangit, Pateña, Santos

Project Concept

1

Player Control

You control a

Different animals based on the environment selected:

*Tiger (Greener Forest)
Penguin (SeaSide Beach)
Deer (Mountain Valleys)
Horse (Breezy Open Fields)*

in this

Third person perspective (TPP)

game

where

We use WASD keys, space bar, and other keys

makes the player

Move smoothly across a maze-like scene, exploring environments while interacting with elements.

2

Basic Gameplay

During the game,

Exploring areas and interactables such as flowers or crystals

appear

Different area(s) that are scattered throughout the scene.

and the goal of the game is to

Explore the maze with interactive gameplay and listen to different calming sounds.

3

Sound & Effects

There will be sound effects

When the player interacts with objects, and these sounds will vary depending on the chosen environment

and particle effects

Will solely depend on the selected environment for example, mountain area-related sounds and sound zones.

[optional] There will also be

*Animations for the specific player or character, depending on the chosen environment.
(optional)*

4

Gameplay Mechanics

As the game progresses,

Maze-type gameplay and object interactions will serve as indicators of the player's progress.

making it

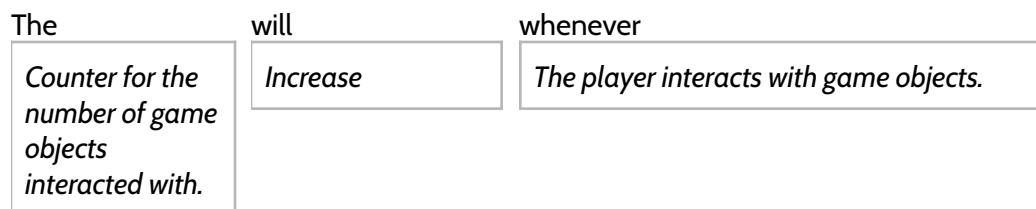
Help to reduce stress after gameplay and provide a calming experience.

[optional] There will also be

Characters will vary based on the selected scene, and game objects will also change depending on the user's choices. The player's progress will be determined by the number of game objects they interact with.

5

User Interface



At the start of the game, the title

"Euphoris"	Will appear
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and the game will end when

<i>The player collects all interactable objects and reaches the finish line in a specific environment.</i>
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6

Other Features

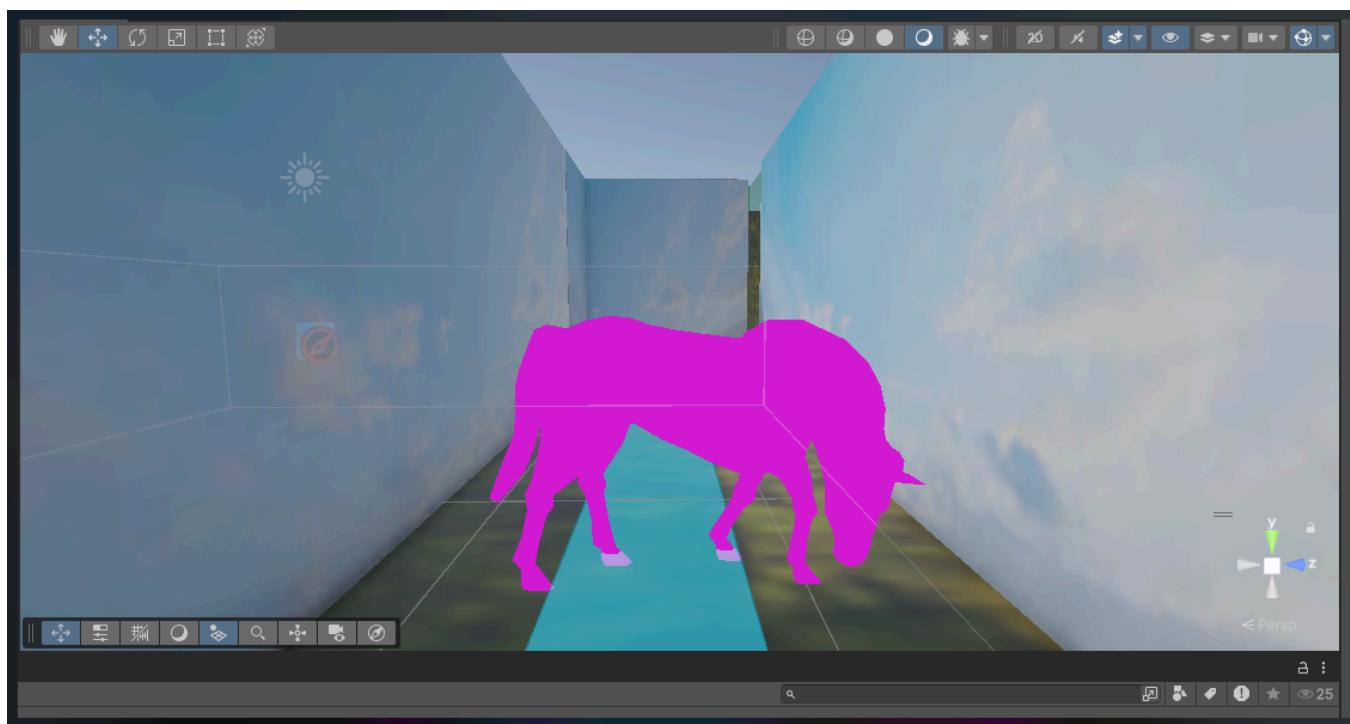
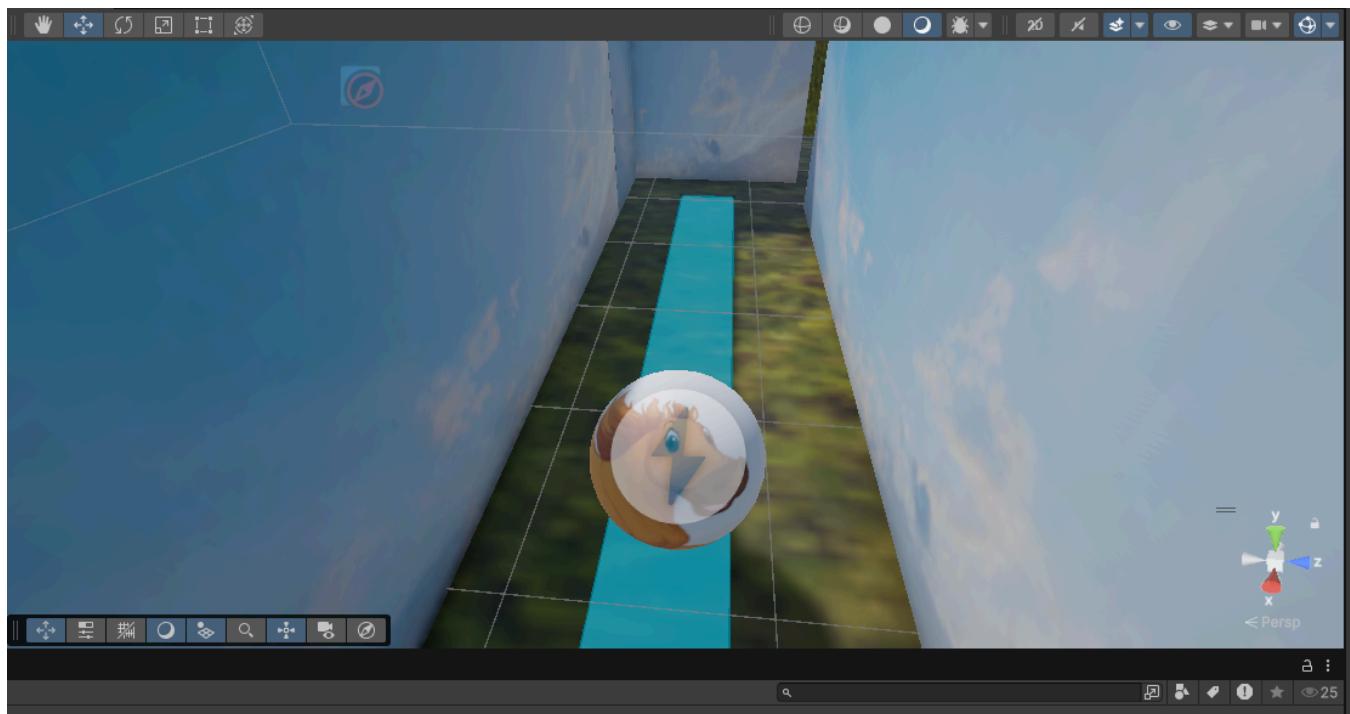
<i>Adding movement options, such as running with the shift key, to enhance player mobility and speed up exploration.</i>
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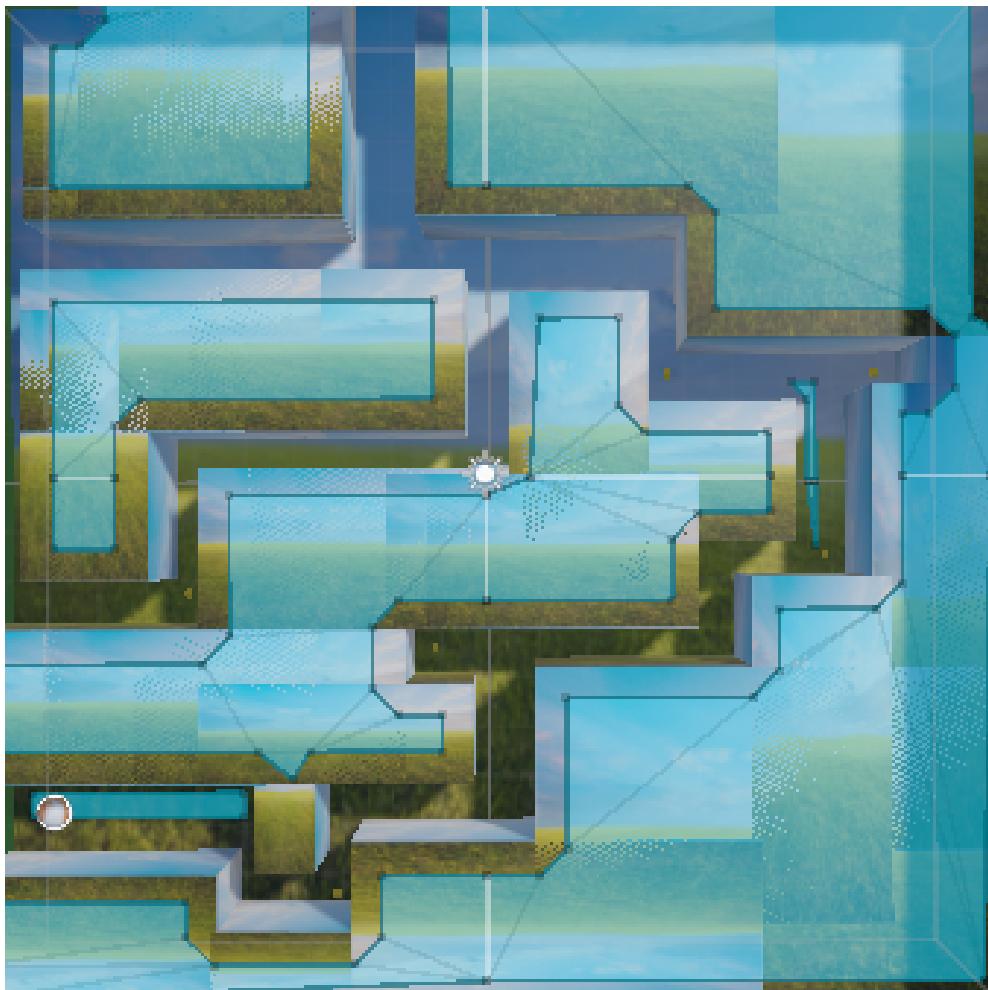
Project Timeline

Milestone	Description	Due
#1	<ul style="list-style-type: none">- Create a basic scene with player movement (WASD + space bar) in a test environment. Set up Unity project folders and basic scripts.	4/14-19
#2	<ul style="list-style-type: none">- Build one environment (Forest or Beach) with basic maze layout. Add one working interactable (e.g., flower that plays sound).	4/21-26
#3	<ul style="list-style-type: none">- Implement an environment selection system. Add basic UI (title screen + counter for interactions). Add finish zone logic.	4-5/28-3
#4	<ul style="list-style-type: none">- Add the remaining 3 environments with their player models and particle effects. Integrate ambient sounds and polish interaction scripts.	5/5-10
#5	<ul style="list-style-type: none">- Full playtest, optimize performance, fix bugs. Prepare final Unity build and assets.	5/12-17
Backlog	<ul style="list-style-type: none">- Extra sound variety based on interaction type- Visual effects when entering ambient sound zones (e.g., glow or fog)	TBA/ NA

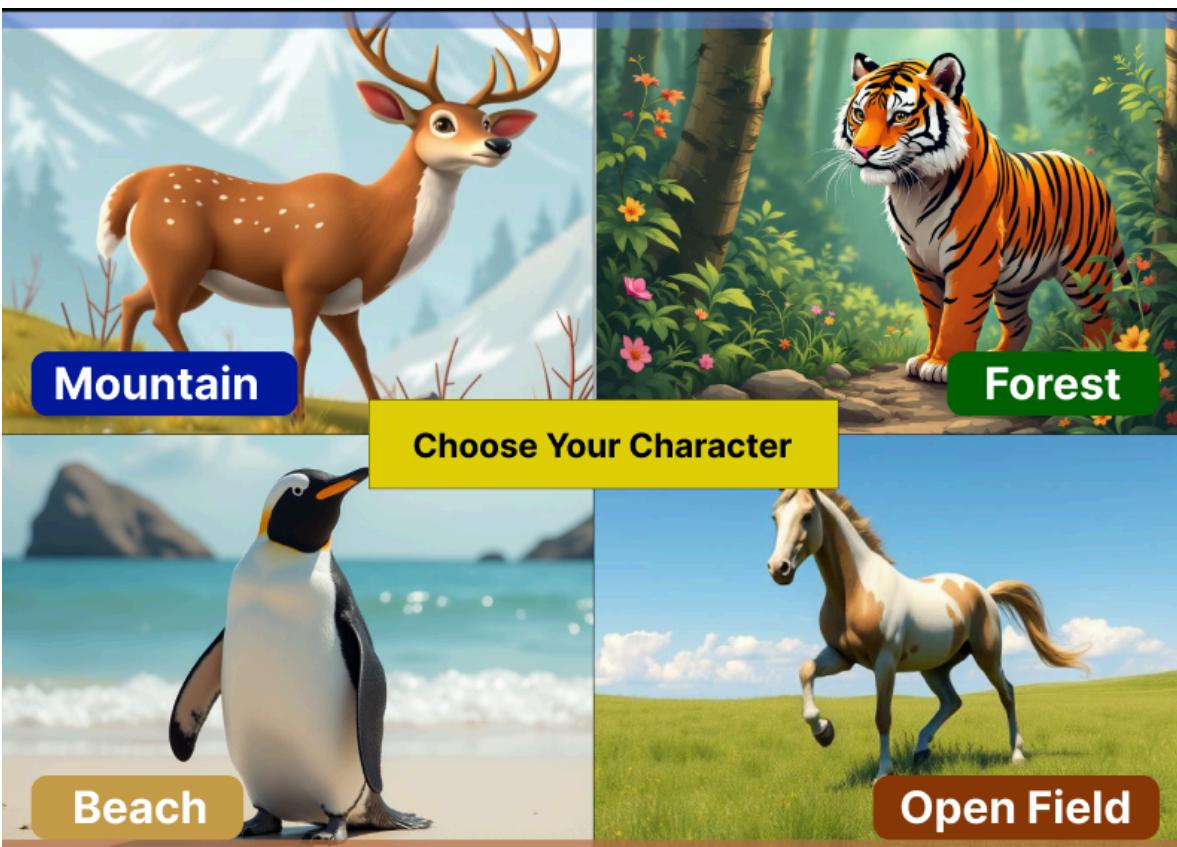
Project Sketch

(Unity)

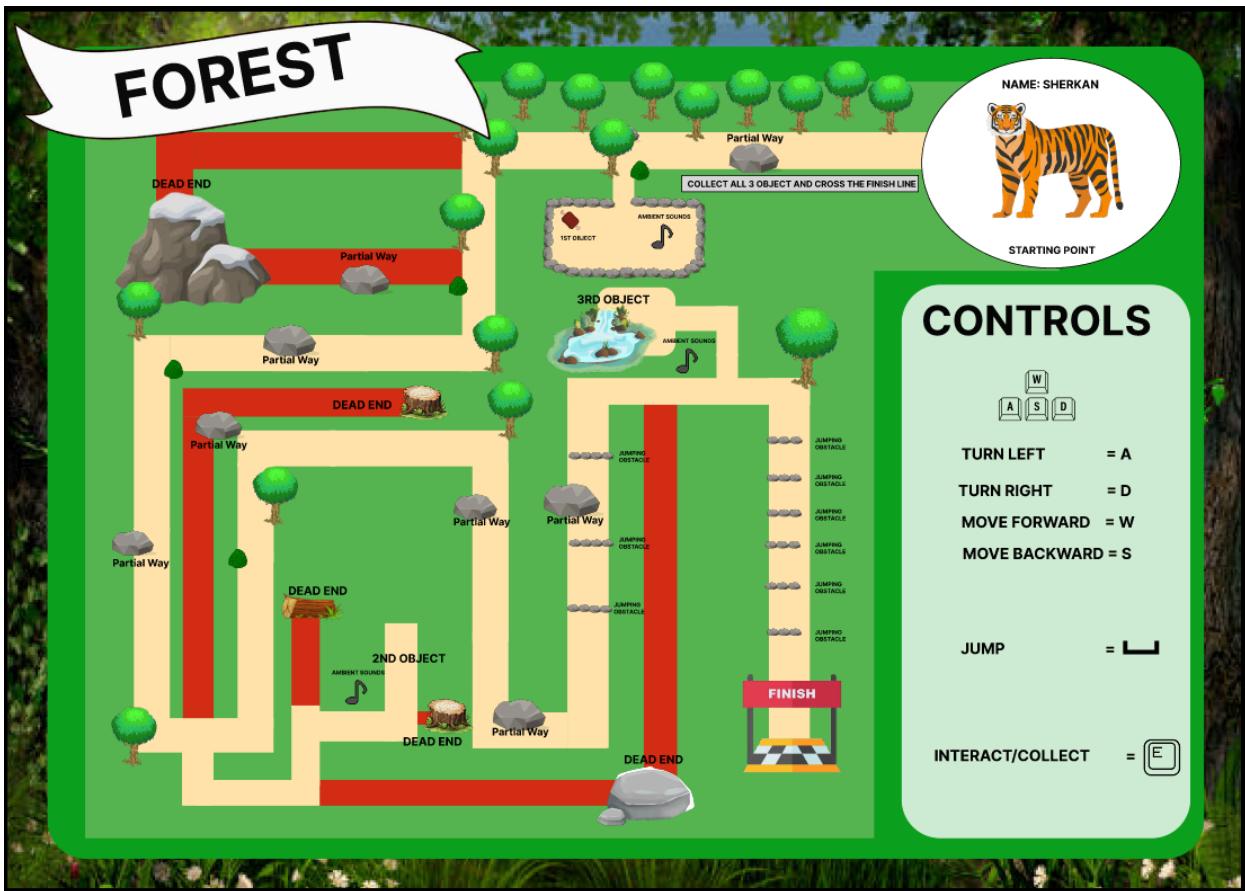




(Figma)



FOREST



BEACH

