MOTO MANUAL

2023

LEARN TO
RIDE SMART

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ABYSS VR

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OUR VISION STATEMENT

To provide a safe space for learning the potential and dangers of motorcycles

OUR MVP

Safely advancing a motorcycle forward

THE Q'S

THE Q'S THAT MATTER

WHAT?

VR Motorcycle Simulator

WHEN?

May 1 - Aug 4

HOW?

- Limited budget
- Tools included in the tuition

WHERE?

WHO?

By: Erick Leclerc

For: Curious Motorists & Students

WHY?

- Off-season use
- Cheaper starting costs
- Safer vs. immediately hopping on a bike
- More interactive
- More forgiveness

HIGH-LEVEL USER FLOW

Placed on a bike

Follow UI Task Checklist

Be able to recognize the components of a bike

Turn on the bike

Key

Turn off Kill Switch

Read the tachometer /dashboard

Interact with the bike

Throttle

Tilting

Read the speedometer. Adjust velocity.

Shift gears (up/down)

Appropriately use the controls (lights, horn)

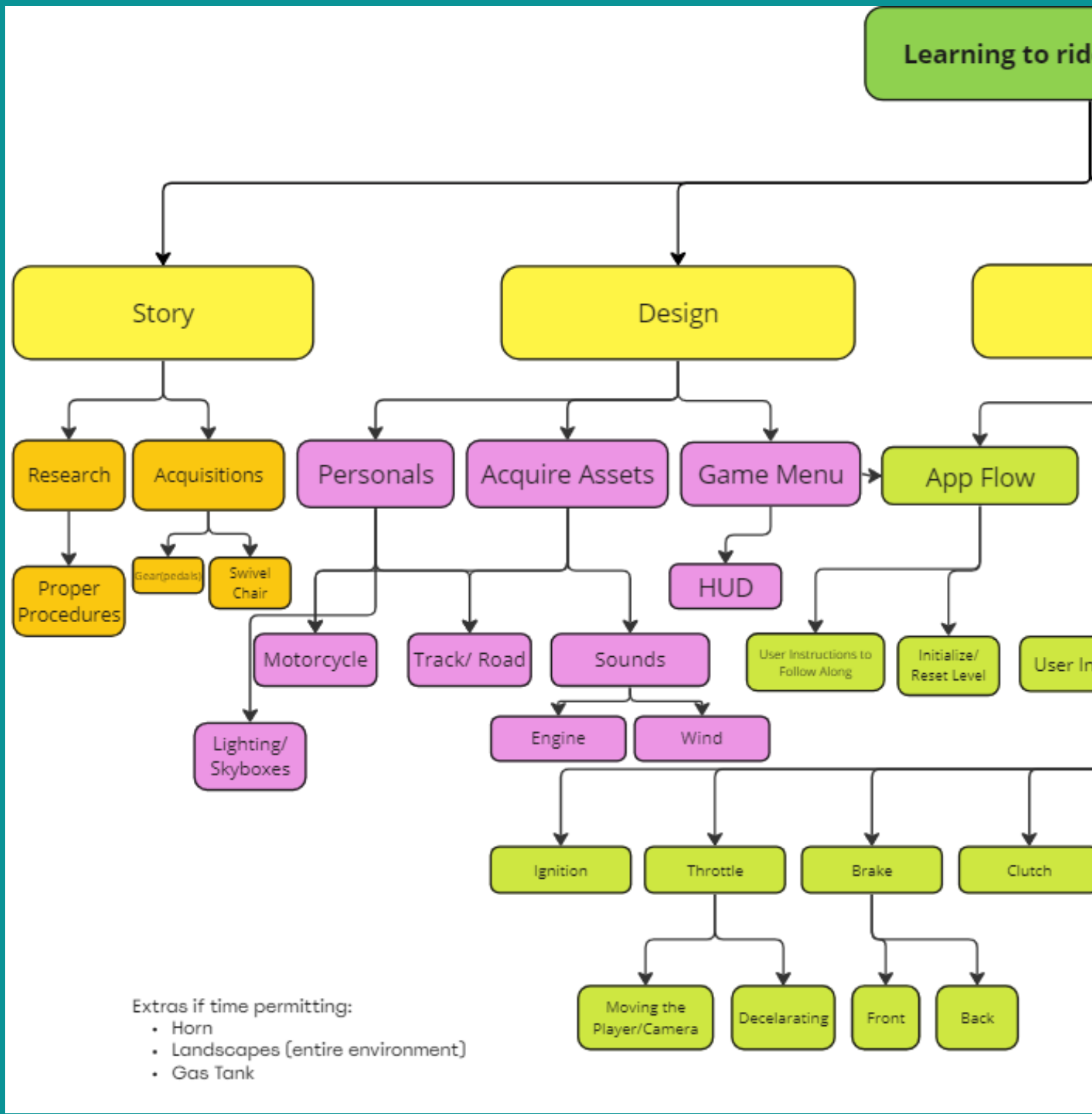
Clutch

Back and front brake

Brake in a controlled manner

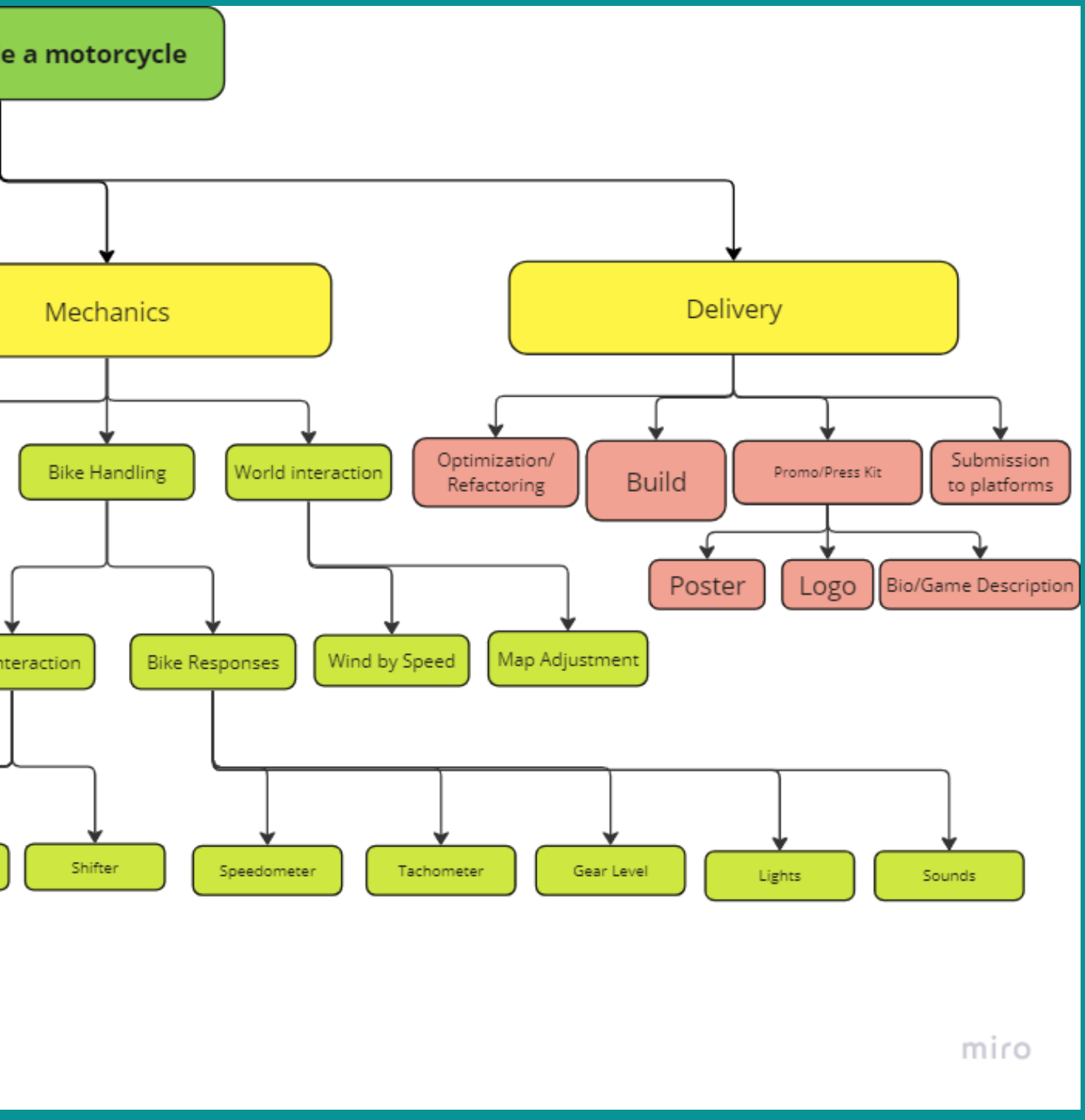
Assess Results/ Re-iterate

PRODUCT BACKLOG



Extras if time permitting:

- Horn
- Landscapes (entire environment)
- Gas Tank


e a motorcycle
Mechanics
Delivery
Bike Handling
World interaction
Optimization/ Refactoring
Build
Promo/Press Kit
Submission to platforms
Poster
Logo
Bio/Game Description
nteraction
Bike Responses
Wind by Speed
Map Adjustment
Shifter
Speedometer
Tachometer
Gear Level
Lights
Sounds
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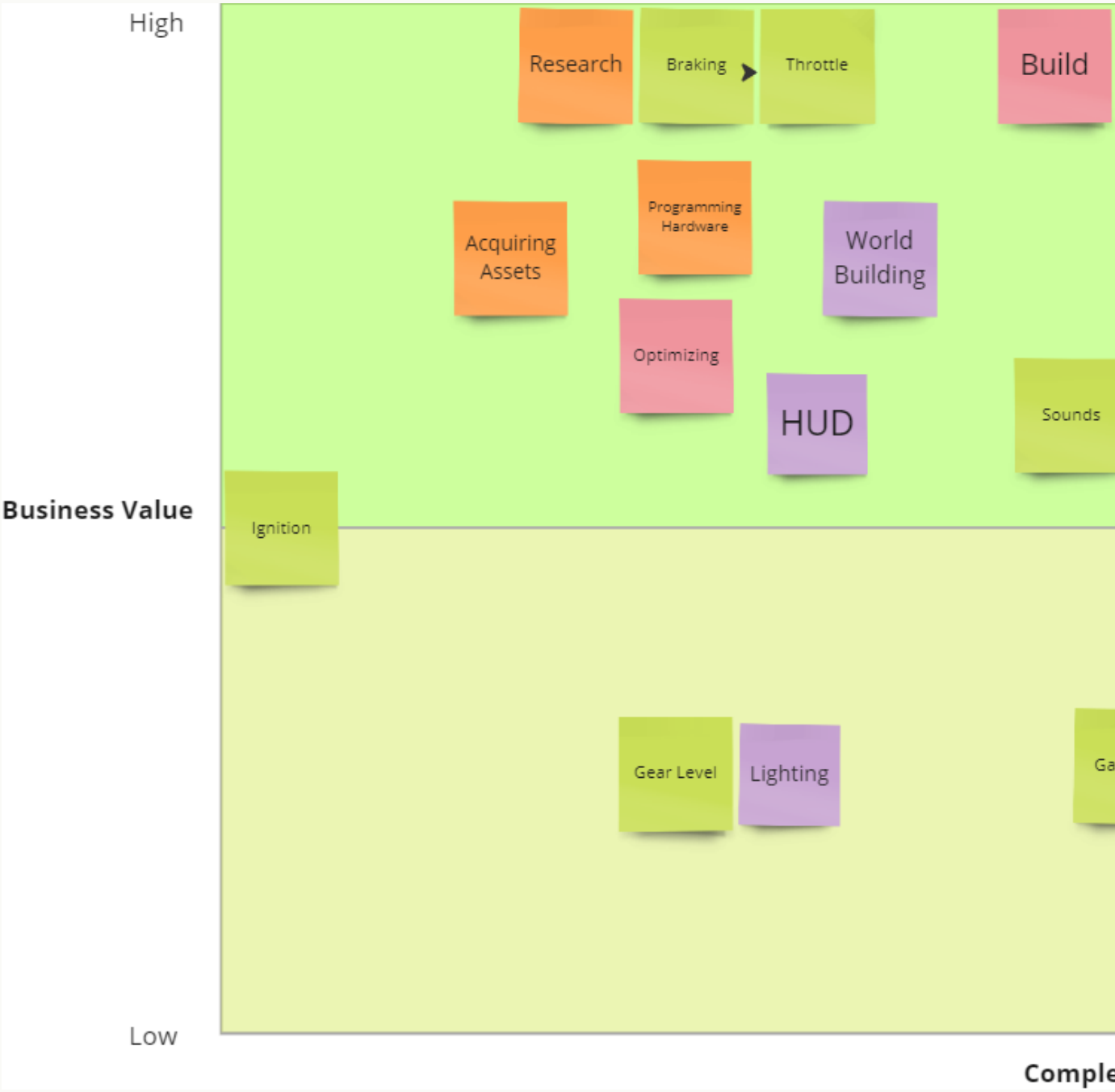
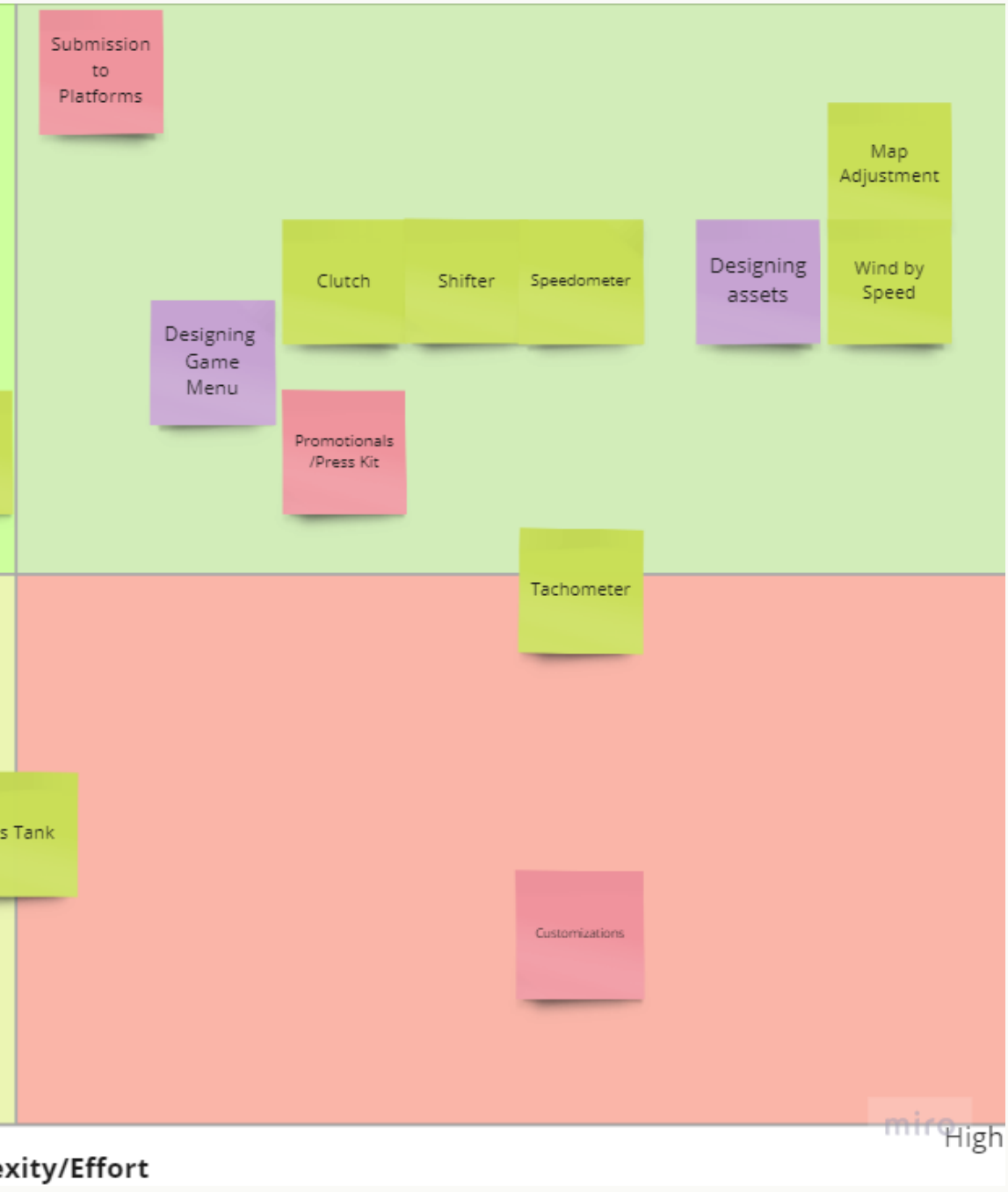
PRIORITY MATRIX





exity/Effort

ESTIMATED WORK ITEMS

ITEM	TOTAL HOURS (Per Week)
Sleep	56
Other Classes (Rescheduling)	21
Homework	27
Chores/Errands	4
Cooking/Showering/Daily necessities	14
Mental/Physical Wellbeing	14
Transportation	10.5
Total	146.5
Remaining in a Week (168 hrs)	**~21.5**

TOTAL DAYS ALLOTTED

Weeks Available

Days per week

DAYS AVAILABLE @ 4HRS PER DAY

CAPACITY PLANNING

CATEGORY	ITEM
Team Members	Lead, Developer, Designer, etc.
Start	05-01-2022
End	08-04-22
% Allocation	100%
Stat, Vacation, Sick	N/A
Net Total Days	56

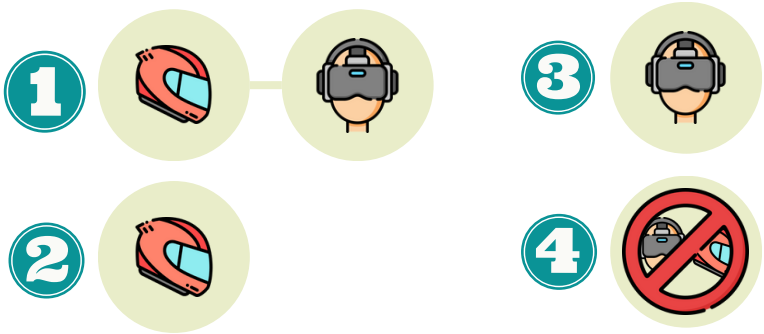
Time Cost by Sprint:

- **Research = 4 days**
- **Sprint 1 - 6 = 8 days each**
- **Delivery = 4 days**

*****Use of weekends to reflect, adjust, avoid burnout, back up for unavailable days, sick days**
*****Holidays do not count for personal projects**

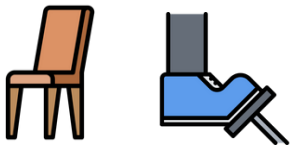
IDENTIFIED RESOURCES

Testers with Varying Knowledge



Potential Costs

- USB-C Cable
- Git LFS premium
- Buying Assets



Assets

- Unity Asset Store
- Poly Haven
- Textures.com
- A.I. Art?
- Sketchfab

BUDGET

STAFF	Contract Salary (3 mths)
Project Manager	$21,000
Concept Artist	$18,000
Level/Lighting Designer	$18,500
UI/UX Designer	$16,500
Programmer	$21,000
Editor	$15,000
Developer/Shipper	$21,000
QA/Tester	$13,750
Marketer	$13,750

ITEM	COST
Software (Unity Pro)	$2,040
Hardware (HMD, PC, USB-C, Monitor)	$4,000
Equipment (Chair, Pedals)	$200
3D Assets, Audio, etc.	$1,000
Git LFS	$15
E&O Insurance + Lost & Damaged	$1,500
Buffer	10%
Total	**~$183,981**
Actual	**~$100**

RISK MANAGEMENT

	Poor Design	Time	</Technical Ability>
Likelihood	4	3	2
Impact	4 (non-immersive)	5 (incomplete)	5 (bad showcase of my skills)
Score Likelihood x Impact	16	15	10

SCALE 1-5 (LOW TO HIGH)

Cost $$$	Portability/ Scalability	Exhaustion	End Result
1	2	5	3
3 (ex: wrong pedal system loses realism)	1 (school project)	5 (incomplete)	2 (final grade still passing)
3	2	25	6

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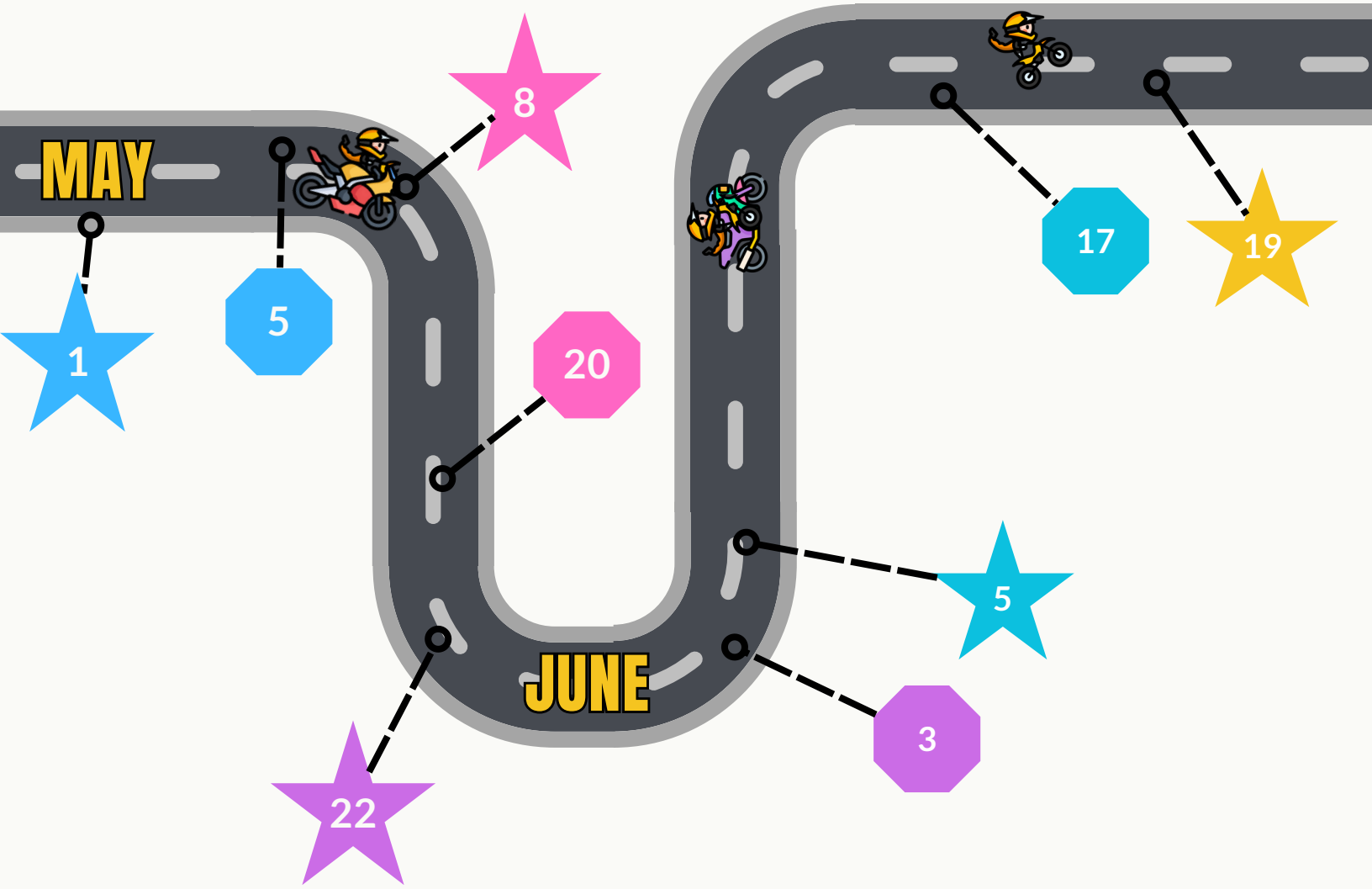
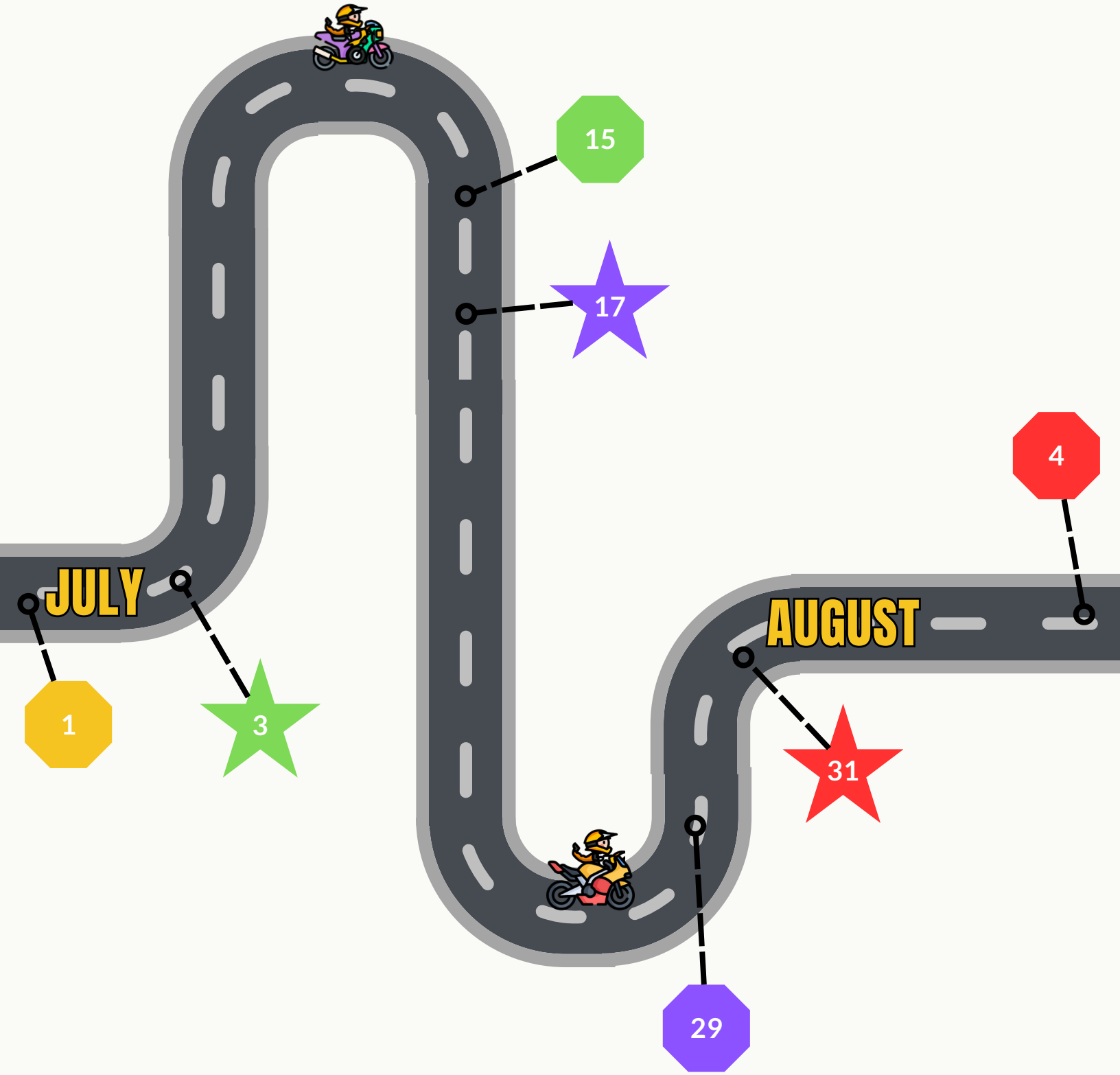
HIGH-LEVEL TIMELINES ASSUMPTIONS & DEPENDENCIES

Research
Sprint 1
Sprint 2
Sprint 3
Sprint 4
Sprint 5
Sprint 6
Delivery




JULY
AUGUST
1
3
15
17
29
31
4

PROJECT

WEEK 1-7

May - August

Monday | 14	Tuesday | 14	Wednesday | 14	Thursday | 14	Friday | 4	Saturday | 3	Sunday | 1
Week 1 | 5						
Research	Research Cont'd	Research	Research Gear		UNAVAILABLE	
Week 2 | 4						
Unity Setup	World Building	Motorcycle Setup	Motorcycle			
Week 3 | 4						
Unity Setup	World Building	Motorcycle Setup	Motorcycle			
Week 4 | 7						
Game Flow	World with Sound	UNAVAILABLE	Motorcycle	UNAVAILABLE	UNAVAILABLE	UNAVAILABLE
Week 5 | 6						
Game Flow	UNAVAILABLE	World with Sound	Motorcycle	Rig Enhancements	Rig Enhancements	
Week 6 | 4						
UI HUD	World Refining	More Function	Authenticity			
Week 7 | 4						
UI HUD	World Refining	More Function	Authenticity			

CALENDAR

WEEK 8-14

UI HUD	World Refining	More Function	Authenticity	
Week 8 | 4				
Fixing Problems	Motorcycle	Advanced	Authenticity	
Week 9 | 4				
Fixing Problems	Motorcycle	Advanced	Authenticity	
Week 10 | 4				
Fixing Priorities	World	Motorcycle	Authenticity (Gear	
Week 11 | 4				
Fixing Priorities	World	Rig Enhancements	Authenticity (Gear	
Week 12 | 4				
Game Menu	Advanced	Authenticity	Extras (A.I. Agents	
Week 13 | 4				
Game Menu	Advanced	Authenticity	Extras (A.I. Agents	
Week 14 | 6				
Optimizing + Build	Logo/Poster	Game Description	Submissions to	DAY TO SPARE
				DUE DATE

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LEARNING OUTCOMES

- Proficiency in C# and Unity
- More practical view on corporate VR apps

Future Development:

- For standalone devices
- Wireless shifters
- Different bikes