Project Charter

* **Define the Scope of Project (In Scope and Out Scope)**

In Scope:

a Virtual Reality Game with Minimum of three 3D models must be designed

Out Scope:

medical centre branding upgrade or redesign along with the VR development; delivering any equipment such as headsets/goggles, and consoles etc.

* **Define functional and Non-functional requirements**
* Functional:

1. Happy colours need to be picked for this game
2. The player must be included in the game (First person or third person character)
3. Unity game engine is the recommended tool
4. Minimum of three 3D models must be designed
5. Must be able to navigate around the environment  
   - Must be able to shoot or interact with the target or enemy  
   - Must have a health system
6. Minimum two different environments are expected (for instance inside a house and a yard) (Can be free environment packs available on the Unity Asset Store or team’s own design)

- Must be at least two complete levels for the game being designed highlighting controls and movements  
- The level must be bound, and the player will not be able to jump off or fall through any obvious gaps in geometry  
- Will have a terrain texture painted or texture applied  
- Use of at least 2 different special effects, e.g. Fire, smoke, water, snow, rain, sparks

* Non-functional requirements
  1. Target audience is children between 3 to 5 years old
  2. The game should start with a splash screen followed by a menu
  3. The name and logo of the Medical Centre should be at the beginning of the game (in the menu or splash screen)

* **Project Deliverables**
* Game Design Document
* Alpha version of the game
* Beta version of the game
* Final Game Design Document
* Technical Design Document
* Testing Documents
* **Project Goals & Objectives**

Green Village Medical Centre wishes to have Virtual Reality game for treating children's stress .Target audience is children between 3 to 5 years old. The VR game’s aim is to increase satisfaction of children and parents while they are waiting for their appointment.

* **Role Allocation for Team Members**

UI/ UX Geng Feng

* **Stakeholder Analysis**
* **Risk Assessment**

1 The game may not function correctly with VR devices.

2 .Lack of communication, causing lack of clarity and confusion.

3 inadequate customer testing leads to larger snag list at the end of project.

* **Visual representation of Project Timeline using flow diagrams**
* **Change Management Plan**