VR Project Design Document

mm|dd|yyyy
Name

1 App Info

Tentative Title:	A view from space

	Education & Training		Mental Health & Fitness
	Travel & Discovery		Media & Entertainment
	Productivity & Collaboration		Gaming
✔	Art & Creativity		Other: _____

2 Pitch

To goal is for users to [experience]:

The user will be able to look at our planet from a different perspective and meditate

This will be especially [impactfulr] in VR b/c:

so that the user can fully immerse himself in his sensations

At a high level, during the app, users will:

Will observe life on the planet, listen to meditative sounds, and read interesting facts about our planet

This experience will be targeted at devices with:

[6]	degrees of freedom, giving users control over the	[movement & rotation]	of their head & controllers.

3 Basics

The app will take place in:

Space

and the user will get around the scene with:

[teleport]	movement.

The user will be able to grab:

- Remote control of planet
- Balls
- Some objects

There [will] be sockets:

- For remote control on wall
-
-

4 Events & Interactions

There will be haptic / audio feedback when:

- Haptic on grab
- Audio on teleport

There will also be 3D sound from:

- Earth
- Cosmic wind
- Town

If the user is holding:

	and presses the trigger,	
	and presses the trigger,	
	and presses the trigger,	
		Suggestions: a UI change, a sound/video plays, a particle plays, an object is spawned or destroyed.

By default, the left hand will have a: [Direct]] interactor.

and the right hand will have a: [Direct] interactor.

And you [will] be able to toggle on a [Ray] interactor using the [button].

The main menu will be located:

On wall of basketball area

and from the main menu, the user will be able to:

- Toggle music
- Adjust volume

[Optional] There will be additional UI elements for:

- Управления пультом
-

5 Optimization & Publishing

To make the user experience more accessible / comfortable:

- Beam attracting objects
-
-

Given that this app is targeting the [Quest 2], target metrics are:

Frames per second:	>= ____72__	FPS
Milliseconds per frame:	< _____	ms (= 1,000 / FPS)
Triangles per frame:	_____ - _____	tris
Draw calls per frame:	_____ - _____	batches

Lighting strategy:

✔	All baked		Mostly baked with some mixed		All real-time

Light probes [will] also be used for more realistic mixed lighting.

6
Other features (Optional)

-
-
-
-
-
-
-
-

7
Sketch (Optional)

8
Timeline (Optional)

	Milestone	Date
1	-	
2	-	
3	-	
4	-	
5	-	