Final Project Plan: Due Friday March 10

Assignment

The basic terms of your final project are listed below. This assignment asks you to write a project plan. It should be no more than two pages long and it should contain the following sections:

- [ ] The project title.
- [ ] A 250 word overview of the environment and narrative.
- [ ] A 50 description of what the player will see at the beginning.
- [ ] A list of at least 5 points on the player's journey with a 10-15 word description of each.
- [ ] A 50 word description of what the player sees at the end.
- [ ] A list for each of the items below, including a very brief description:
  - Sounds
  - Lights
  - Interactions
  - 2D assets like textures.
  - 3D models and how you will acquire them.
  - Moving objects.
- [ ] A list of expected accomplishments for each of the five weeks available. For example, if your project were to reconstruct a low poly version of a visit to a Pharaoh's tomb milestones might be:
  - Week 1, Terrain completed and textured. Pyramid complete, with entrance, and placed. Ambient sounds implemented.
  - Week 2, Walls complete, including two small antechambers. Funeral art textures collected. Floors and passages textured. Doors hinged.
  - Week 3, Sarcophagus completed and textured.
  - Week 4, Particle systems for torches, smoke, and mist complete. Art materials created and placed on walls. Sounds attached to torches and doors. First test walk-throughs by other people.
  - Week 5, Small funerary objects complete. Trigger zones to control lighting complete.

The Final Project

The Project

The final project will be a VR experience lasting 3 to 10 minutes. It will be due at the end of the last week of classes.

- It cannot be a game. Instead, it should convey some kind of narrative, that is it should have a clear beginning, middle, and end. It should also be dynamic in the sense that it contains moving objects and changing sounds.
- At a minimum it should contain:
  - 4 distinct sounds, at least one of which is continuous (ambient) and at least one of which is the result of one object hitting another.
  - 1 particle system.
  - 5 lights in addition to the directional light
  - 3 3D objects you've made using blender or photogrammetry
  - 4 interactions, for example, Trigger Zones that respond to the player's presence for example by changing a light or playing a sound.
- You may use:
  - any asset that is part of the Unity Standard Assets package, **except vehicles**.
  - any asset that you create with Blender or Photoshop.
  - textures, sounds, and videos you make or find on the web, including songs.
- You may not use:
  - assets from the Unity Store or from other web sources. Exceptions may be made if you have a compelling reason and get permission in advance. If you do not get prior permission, **assets you did not create will be deleted from your project before it is graded**.

Collaboration

Two people may work together if they get explicit permission in advance. Each person must to turn in a complete project plan. That plan must make clear exactly what work the individual has agreed to do. It must also explain what the person will do for a final project in the event that the partnership does not work out. (Often they don't.)