**General theme and focus**

The theme of this project is all to do with the personality of the individual, their everyday life, and things that they want/like. After conducting the interview, I scaled my initial ideas of a bedroom down significantly to a specific chosen idea.

The room will be fitted into an attic, located in the country side with 2 windows. So, I would want to represent this country side via a plane with a picture on to create the illusion of the outdoors. I want to immerse the player into this room, and hopefully reflect the interviewee creatively and well.

The room will contain a bed as a minimum viable product, but added furniture such as chests, wardrobes, desks, speakers and more.

The player will be able to walk around in a first-person character controller while interacting with certain items like the speakers, and hearing the ambient, psychoacoustic and background music.