

## Initial analysis

“You have been chosen to exhibit in the 100th anniversary of the virtual door expose! We need you to design and build a door to showcase for the event. I know it is short notice, but we need your best work. If it was possible to interact with the door and was accompanied by some sounds that really bring out the door’s personality, I think you could win!”

- Door
  - Assets required include; handle, door, frame, keyhole.
  - Could be an entrance, exit, or neither. A door to keep someone locked away, or to keep something from coming in.
- Any theme
  - Must bring out the door’s personality with materials, textures and sounds.
  - Research must be conducted from different media sources, such as videos and images.
- Interactions
  - Open/Close
  - Letterbox
  - Knock
  - Use the keyhole
  - Buzzer
  - Eye scanner
  - Doorbell
- Sound
  - Dependent on the theme.
  - Sound assets required; opening/closing of door. The interactions in the previous list also need sounds.
  - Ambient music/sounds to introduce psychoacoustics.