

# Jagadam

## Objective:

The objective of the Jagadam VR app is to provide the user an experience which builds courage by facing fears. The type of fear can vary depending on the kind of experience the player chooses. The VR experience needs to provide complete immersive experience based on the type of fear and at the same time have gamification to keep the player engaging.

All the core learning components need to be integrated like Physics, Animations etc..

## Experience Type:

The experience planned for goal of this app is a First Person Shooter Experience. The FPS games not only are very popular but also incorporate all the learning elements targeted. The Enemy can vary depending on the kind of fear the user chases to face and battle.

## High level Stories Aimed after brainstorm:

- Support Oculus Rift & HTC Vive Controllers
- Menu for Start & End
- FPS System to handle different weapon management and enemy management
- 3 to 4 different courage experiences with different enemies
- User tested and learnings incorporated
- Submit and deploy to Oculus store

## Story - Tasks Management

### **Story: Support Oculus Rift & HTC Vive Controllers**

Task	Must Have/Good to have	Status
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Integrate VRTK library	Must Have	Done
Enable Oculus Locomotion	Must Have	Done
Integrate VRTK scripts for UI Management	Must Have	Done
Enable VRTK for HTC Vive	Good to Have	Removed from scope

Items removed from Scope:

Enable VRTK for HTC Vive : The initial target was to do it for Oculus, but since the deadline for Capstone was close, the item has been removed from scope.

**Story: Menu for Start & End**

Task	Must Have/Good to have	Status
Start Menu with various experience options	Must Have	Done
Game win scene	Must Have	Done
Game lost scene	Must Have	Done

**Story :FPS System to handle different weapon management and enemy management**

Task	Must Have/Good to have	Status
Player Setup with different Guns	Must Have	Done
Ammunition Control for different Guns	Must Have	Done
Ammunition Pickup Logic and Scene objects	Must Have	Done
Health Logic for Player	Must Have	Done

Health Pickup Options	Must Have	Done
Enemy AI Navmesh Control	Must Have	Done
Enemy weapon Logic	Must Have	Done
Physics logic for player and enemy for bullet colliding	Must Have	Done
Animation of Enemy Robot	Must Have	Done
Zombie Enemy	Good to Have	Done
Enemy Spawning	Must Have	Done
Background Music	Good to Have	Done
Audio components for ammo, enemy movement	Must Have	Done
Custom Skybox	Good to Have	Done
Scene Environment Setup with Lighting	Must Have	Done
Particle Effects for Enemy Spawning	Good to Have	Done
Custom Shader integrated in bullet	Must Have	Done

**Story: 3 to 4 different courage experiences with different enemies**

Task	Must Have/Good to have	Status
Create Experience with Robot Enemy	Must Have	Done
Create Experience with Zombie Enemy	Good to Have	Done
Create Experience with Robot & Zombie Enemy	Good to Have	Done
Create Experience with Scary creatures Enemy	Good to Have	Removed from scope
Create Multiple levels for each experience	Good to Have	Removed from scope
Create Puzzle sequence in FPS	Good to Have	Removed from scope

### Items removed from Scope:

Each of the items like introducing Scary creature enemies, multiple levels and puzzle sequence would have made the experience more interesting, but accounted for more effort and posed a risk for the deadline, so the items have been removed from scope.

**Story:** User tested and learnings incorporated

Task	Must Have/Good to have	Status
Test experience with at-least 2 users	Must Have	Done
Incorporate learnings into the experience	Must Have	Done

This game has been user tested on 2 users and the learnings from the tests have been incorporated into the game, like better UI display for ammunition left in guns and health for main player and enemies. Menu buttons hover indicator etc..

**Story: Submit and deploy to Oculus store**

Task	Must Have/Good to have	Status
Create Oculus build and submit to Oculus Store	Good to Have	Removed from scope
Create and submit build for Steam	Good to Have	Removed from scope

### Items removed from Scope:

Submitting build to Oculus and Steam has been removed from scope as I felt the experience needs more polish and different levels before submitting to the store.

### Product Outcome:

Video Of Experience can be found here: [https://youtu.be/aGTOA9kUS\\_M](https://youtu.be/aGTOA9kUS_M)