

Zombie Battle Box:

We are creating a VR zombie arena battle with thematic focus on horror and tension mixed with high paced action. The player will be inside a warehouse style environment, and can shoot, teleport, build and hide. Zombies will spawn over time and the game ends when the player is killed. When the player starts the game or dies they will have access to a menu letting them start/restart the game. The game will then have a passable level of visual polish. The scope outlined here is the minimum viable product. Due to the fluid nature of game development these specifications are a little loose. Additionally non-critical bugs are tolerable for the MVP, what is important is that the *experience* is functional.

Player:

- Integrate basic OpenVR functionality
- Basic Raycast teleportation
- Basic Raycast shooting

Building:

- Ability to create a wall at target point
- Wall creation needs a limiting factor
 - 1 - * : Time, Mana cost, Location, Other
- Ability to die
 - Collision with a Zombie subtracts health
 - Reaching 0 health kills the player
- Player Death results in end of game
- Design Note: It is ok for the player to move through walls

Zombies:

- Spawn in level in some way
 - Spawning details will be ironed out in design, it may be random and time based, or hand crafted, or a mix.
- Move towards player
- Damage player on collision
 - (Optional design) : Zombies may die on hit
- Cannot move through walls

Game:

- Does not crash or become unplayable due to bug(s)
- Some sort of difficulty progression
- The project needs to be gradable in spite of the VR headset requirement. This may simply be done by letting the grader borrow our headset temporarily.
- The project must effectively conform to and complete all assignments in spite of being done in Unity. We will only be graded based on what we actually build, we may use and download code and assets as needed, but must effectively document what is not ours.