

VR Project Design Document

15|03|2025
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App Info

Tentative Title: **Wizard's Dungeon Laboratory**

Education & Training

Mental Health & Fitness

Travel & Discovery

Media & Entertainment

Productivity & Collaboration

Gaming

Art & Creativity

Other: _____

2

Pitch

To goal is for users to play:

Our goal is to create a wizard's lab where one can follow recipes and create objects by mixing different magical ingredients.

This will be especially fun in VR b/c:

It will be fun because one mixes bizarre ingredients!

At a high level, during the app, users will:

Be able to grab different objects, like – grabbing books, ingredients, etc. and be able to interact with them, like – opening books, adding ingredients to the boiler to make new objects, using the objects to unlock other books. Other objects that are grabbable can also be put into the boiler and all objects will be respawned.

This experience will be targeted at devices with:

<u>6</u>	degrees of freedom, giving users control over the	<u>movement & rotation</u>	of their head & controllers.
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Basics

The app will take place in:

and the user will get around the scene with:

Dungeon

Continuous

movement.

The user will be able to grab:

- books
- key
- all objects on the shelves

There will be sockets:

- on the reading stand for the book
-
-

Project Grading Checklist

Item	Points	Done? (/)
VR Project Setup & Scene Configuration	10	
Unity project is properly set up with VR integration for Quest 3.	2	
The environment is designed for smooth VR navigation .	2	
Proper scene lighting and object placement for VR immersion.	2	
Build runs successfully on Quest 3 with no major errors .	2	
Basic interactions (grabbing, moving) are working correctly .	2	
Locomotion System Implementation	15	
Includes at least one locomotion method (teleportation or continuous movement).	3	
Locomotion is smooth and comfortable (no unnecessary motion sickness effects).	3	
Players can move and explore the environment without getting stuck .	3	
Adjustable movement settings (e.g., speed, snap-turn options).	3	
Proper collision handling for movement restrictions.	3	
Object Interaction System	20	

Objects can be grabbed and released using controllers.	3	<input checked="" type="checkbox"/>
Objects respond correctly to physics interactions (e.g., weight, gravity).	3	<input checked="" type="checkbox"/>
Includes at least one interactive socket or snap point .	3	<input checked="" type="checkbox"/>
Interaction logic ensures objects are placed correctly when required.	3	<input checked="" type="checkbox"/>
Objects provide visual feedback (highlighting, animations) when interacted with.	3	<input checked="" type="checkbox"/>