Stephane Tondini
Udacity Nanodegree - VR Developer
2017-2018

Puzzler

Project Write-up

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Persona

Steven

Age	42
Occupation	Banker
Quote	VR could allow me escaping this crazy world.
About	Steven loves his job even though it's very stressful. To reduce stress, Steven plays non-violent games. He plays even at his job during its pauses or at lunch time. Steven like short but challenging games. He is married and has two children sometimes Steven is playing with.
VR Experience Level	No VR experience but a lot of game playing on computer and mobile device.

Sketches

Enter to Paradise

The player must reproduce the orbs sequence to enter to Paradise.

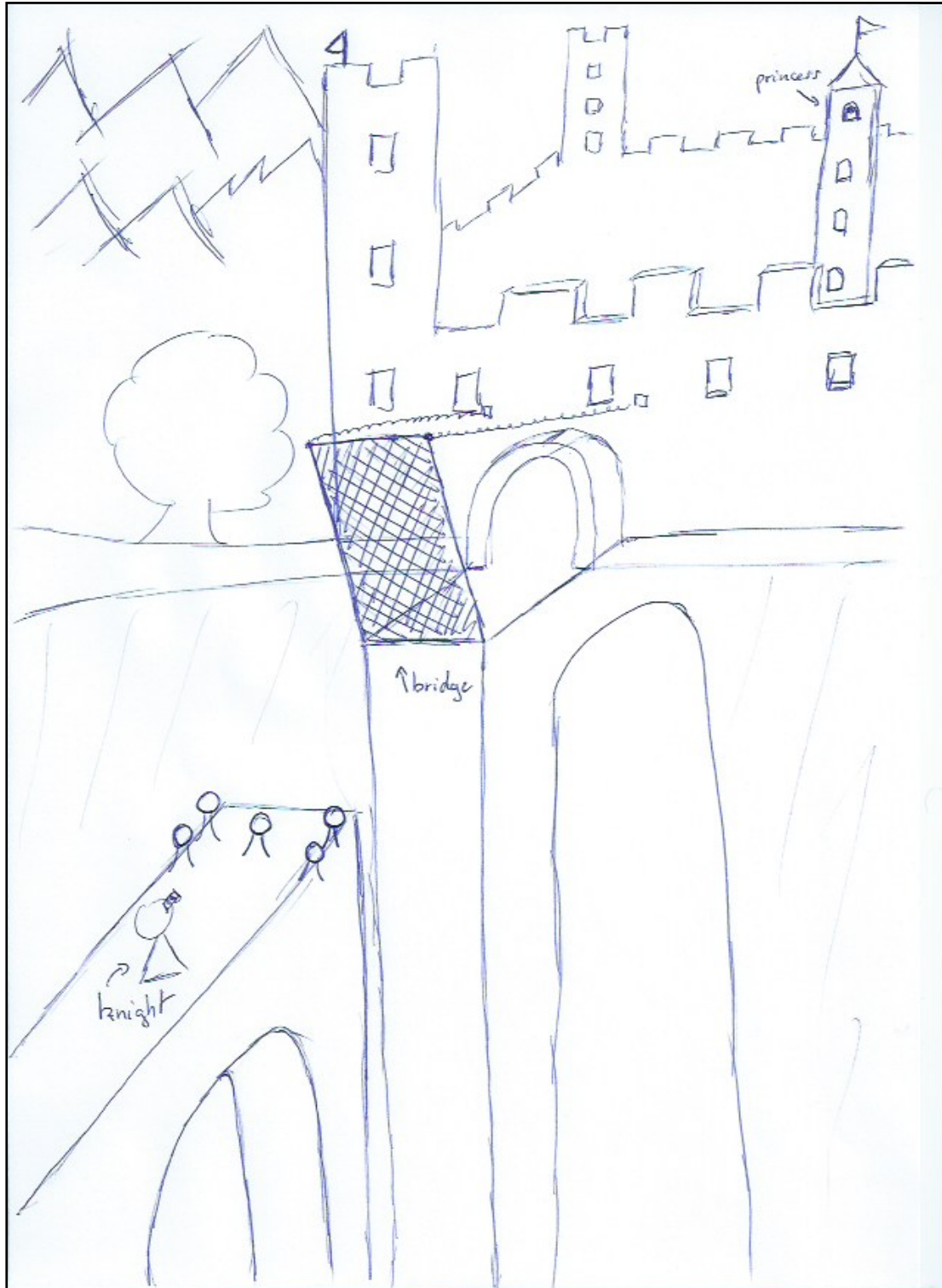# Traffic Jam

The player must reproduce the orbs sequence to enter to stop the traffic and cross the road.

Save the Princess

The player must reproduce the orbs sequence to open the drawbridge and save its lovely Princess.

Scene

Even I like "Save the Princess" scene but I will implement the "default" Puzzler scene using the starter project assets (I'm not a designer so it's hard to draw all scene elements in 3D).

To improve the "reality" sensation or mood, here few possible improvements :

- Flame effect / particle in all torches (with different colours if possible).

- Add a Joker or King's Fool in the center of the scene.
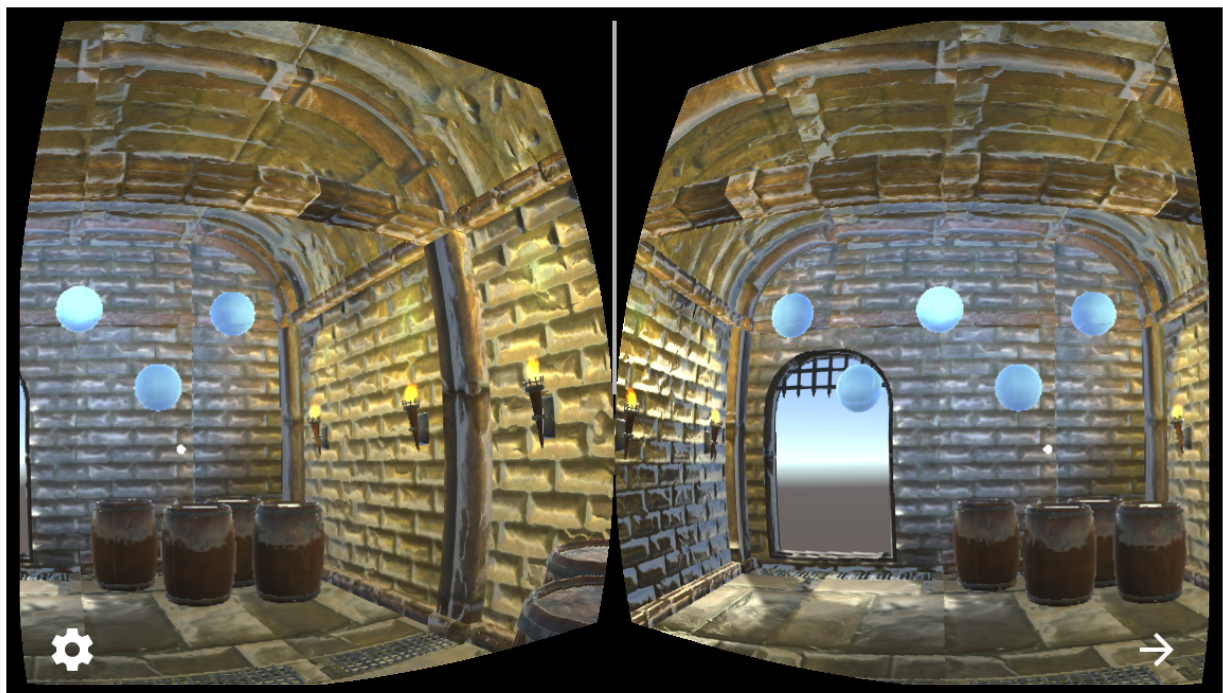 Its hat balls could represent our orbs.

Testing the Scene

The first light environment test wasn't a success. The tester didn't like the orb's size (too big) and the violet spot light. He liked the real torch fire effect.
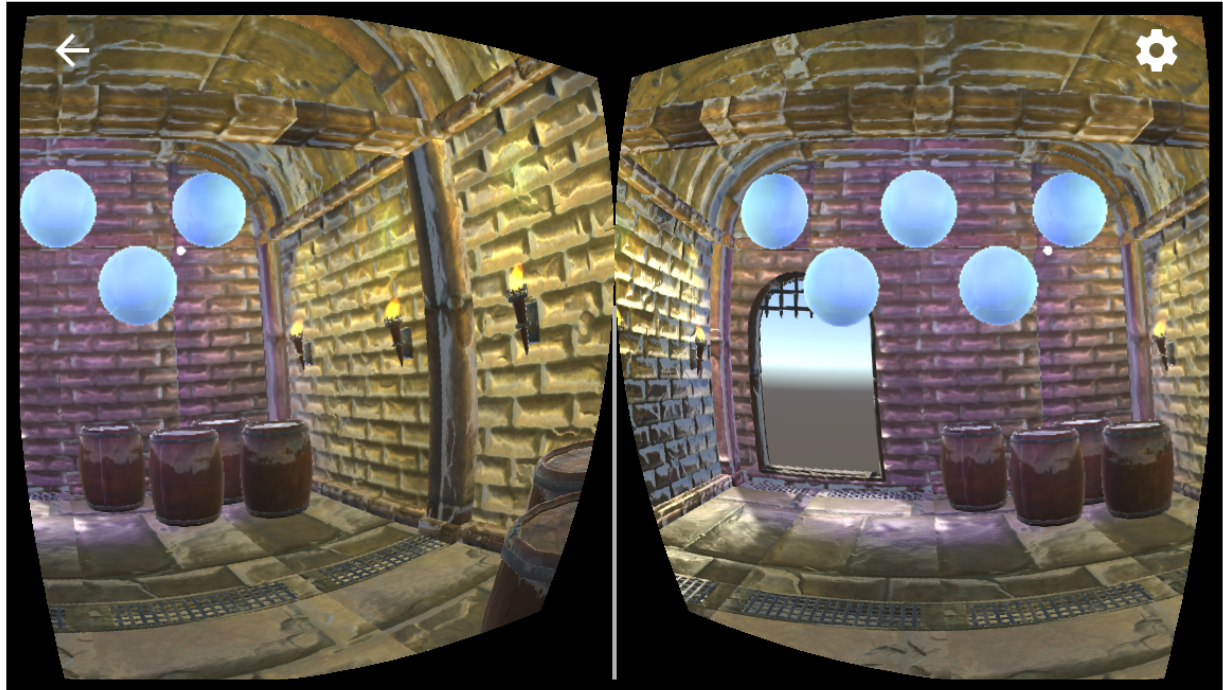
Fig.1 : First light environment

Fig.2 : Second light environment

The tester liked it. Smaller orbs and the blue spot light matches the "light" of the orbs.

User Testing

Scale : does the scale feel appropriate ?

Lightning : is the mood well established ?

Distance

Comfort : is your experience and viewing zones confortable ?

Leading questions :

- How big you think you are in this experience ?

- Can you describe the mood / atmosphere ?

- Is there anything that you'd like to look at but that's difficult to see ?

- Is the game play good (yes / no) ?

Dead-end questions :

- Tell me about you experience ?

- Did you enjoy the experience (yes / no) ?

Graphical User Interface

Start UI :

- Introduce the player experience
- Tell the player what to expect
- Begin the puzzle

Restart UI :

- Tell the player if he/she has succeeded
- Give the player to play the game again