

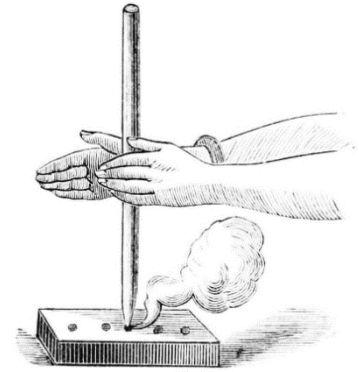
VRCamp

Basic Idea

Basic idea is that the user will be setting up a camp in the wild, learning how to drill wood to make fire. The player in return will learn some basic survival skills.

Core Mechanics:

Player will be setting up a camp in the wild, hand drilling wood to make fire. The player will be presented with a plank and a stick where the player will have to rotate the stick on the plank to make fire sparks. Then the user will need to place the flammable foliage on the fire sparks to complete setting up the camp. If time allows, we can implement roast marshmallows or creating torches to explore the wild.



Team Members:

Zenan is good with Blender and 3D designs; he will be the lead designer for the project.

Erin is good with Unity and VR controls; she will be the lead developer implementing the core mechanics of the VE.

Mike is new with Unity; he will be involving more with the design of the virtual environment and other areas of the project when needed

Zenan and Erin have prior Unity, VR, and Blender experience, and will have overlapping coding and design roles as the team sees fit.

Selling Points:

- This will involve multiple sensory experiences:
 - o Touch (Haptic feedback from rotating the stick)
 - o Sight (VR)
 - o Sound (the nature, wood sound, burning sound)
 - o Possibly smell (lighting match in front of the user)
 - o Possibly taste (Shove a marshmallow in the players mouth)
- It will be interactive with immersive experience.
- Education value: Teaching players how to make fire using a primitive way. Good for survival purposes.
- Relaxing and calm environment for players chill in