

Project Design Document

18/10/2020

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Project Concept

1 Player Control	You control a		in this	
	<i>1st person Player</i>		<i>VR World</i>	
	where		makes the player	
	<i>Joystick and teleporting</i>		<i>Move forward, backwards and rotate</i>	
2 Basic Gameplay	During the game,		from	
	<i>Player will pick up game animals</i>		<i>appear</i>	<i>from specific locations around the game world</i>
	and the goal of the game is to			
	<i>Find different NPCs (None player Characters) Perform the tasks they highlight by relocating all the identified animals to the locations highlighted.</i>			
3 Sound & Effects	There will be sound effects		and particle effects	
	<i>There will be the spatial 3D sounds around the scene. For both animals and other natural elements.</i>		<i>There will be particle effects on the teleport base, on some street lights and covering the entrance to the final location.</i>	
	[optional] There will also be			
4 Gameplay Mechanics	As the game progresses,		making it	
	<i>description of gameplay mechanic,</i>		<i>effect of gameplay mechanic</i>	
	[optional] There will also be			
	<i>The player will have an option available, on all UI canvas, to control the light in the scene. This will make the glowing game objects within the scene more visible.</i>			
5 User Interface	The	will	whenever	
	<i>Menu and UI Canvas</i>	<i>have options to toggle on/off</i>	<i>The player is done reading the information.</i>	
	At the start of the game, the title		and the game will end when	
	<i>Xuzu s Habitat</i>	<i>will appear</i>	<i>The player gets to the waterfall. There will be a UI canvas stating that the game has been completed.</i>	

Any other notes about the project that you don't feel were addressed in the above.

Project Timeline

Milestone	Description	Due
#1	<ul style="list-style-type: none">- Create VR player controller and camera rig	06/10
#2	<ul style="list-style-type: none">- Create the Scene/Environment and lighting- Build UI functionality with ray-tracing enabled.	08/10/
#3	<ul style="list-style-type: none">- Import all 3D Assets/ game object, place them within the world- Design main game NPC character (Modeling. Character clothing, texturing, rigging and animation)	12/10/
#4	<ul style="list-style-type: none">- Create canvas with gameplay information and animal facts- Attach canvas to specific game objects or spaces.- Attach colliders/meshes and XR grabber to objects that player will be interacting with	14/dd
#5	<ul style="list-style-type: none">- Attach Spatial sounds- Light baking- Game testing	17/10
Backlog	<ul style="list-style-type: none">- Game logo design and video editing of Intro video	18/10