Project Design Document

18/10/2020
Yemi Scott

Project Concept

1 **Player Control**	You control a *1st person Player*	in this *VR World*		
	where *Joystick and teleporting*	makes the player *Move forward, backwards and rotate*		

2 **Basic Gameplay**	During the game, *Player will pick up game animals*	appear	from *from specific locations around the game world*	

and the goal of the game is to

Find different NPCs (None player Characters) Perform the tasks they highlight by relocating all the identified animals to the locations highlighted.

3 **Sound & Effects**	There will be sound effects *There will the spatial 3D sounds around the scene. For both animals and other natural elements.*	and particle effects *There will be particle effects on the teleport base, on some street lights and covering the entrance to the final location.*

[*optional*] There will also be

4 **Gameplay Mechanics**	As the game progresses, *description of gameplay mechanic,*	making it *effect of gameplay mechanic*

[*optional*] There will also be

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.

5 **User Interface**	The *Menu and UI Canvas*	will *have options to toggle on/off*	whenever *The player is done reading the information.*
	At the start of the game, the title *Xuzu s Habitat*	will appear	and the game will end when *The player gets to the waterfall. There will be a UI canvas stating that the game has been completed.*

6 Other Features	*Any other notes about the project that you don t feel were addressed in the above.*

Project Timeline

Milestone	Description	Due
#1	- *Create VR player controller and camera rig*	*06/10*
#2	- *Create the Scene/Environment and lighting* - *Build UI functionality with ray-tracing enabled.*	*08/10/*
#3	- *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	- *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	- *Attach Spatial sounds* - *Light baking* - *Game testing*	*17/10*
Backlog	-	*mm/dd*