CS11: How to Make VR - Project Spec
Winter 2023
Due - February 6th, 2023

[TEAM NAME, E.G VOID VR]
[TEAM MEMBERS, E.G Arjun Karanam, Gabe Mukobi, Eric Lou, Sharon Cheng]
Oculus Quest Serial #1: [E.G 1KWQU81EZ877]
Oculus Quest Serial #2: [E.G 1KWQU81EZ878]

[**Project Name**, E.G Wheat Saber]
[**Project overview**, E.G Our project is a spin-off of the popular VR game, "Beat Saber." In our game, you have bales of hay flying at you that you must slice with your scythe as country music plays in the background. You lose if too many bales of hay fly past you, and you win if you successfully complete the song.]

[**Project rationale**, E.G Wheat Saber is great for VR because of the physical nature of the game. It will engage a person's body in ways that traditional media cannot.]

Milestone 1 (Two weeks to work - Due TBD @ midnight)
[E.G Our first milestone will be to have a basic prototype with the interaction of slicing an object to destroy it as it flies towards you. We will find/make assets to use as our scythe and bales of hay. We will also choose our country songs.]

Milestone 2 (Two weeks to work - Due TBD @ midnight)
[E.G Our second milestone will be to add sound effects to the slicing and add particle effects. Our code will check if too many bales of hay have passed and show a "loss" screen. If they make it through the whole song, we will show a "win" screen.]

Milestone 3 (A week to work - Due TBD for demo day)
[E.G Our last milestone will be to implement a menu with song selection and difficulty selection. We will have 3 songs and 3 difficulties.]