VR Project Design Document

1

App Info

Tentative Title: _____

✔ Education & Training	☐ Mental Health & Fitness
☐ Travel & Discovery	☐ Media & Entertainment
☐ Productivity & Collaboration	☐ Gaming
☐ Art & Creativity	☐ Other: _____

2

Pitch

To goal is for users to [learn | experience | practice | review | design | play | other]:

This will be especially [impactful | educational | memorable | effective | fun | other] in VR b/c:

At a high level, during the app, users will:

This experience will be targeted at devices with:

[3	6]	degrees of freedom, giving users control over the	[rotation	movement & rotation]	of their head & controllers.

3

Basics

The app will take place in:

and the user will get around the scene with:

[teleport | continuous | other | N|A - user will be stationary] movement.

The user will be able to grab:
-
-
-

There [will | will not] be sockets:
-
-
-

4 Events & Interactions

By default, the left hand will have a:
and the right hand will have a:

[Direct	Ray]	interactor.

[Direct	Ray]	interactor.

And you [will | will not] be able to toggle on a [Direct | Ray] interactor using the joystick.

There will be haptic / audio feedback when:

-
-

There will also be 3D (diegetic) sound from:

-
-

If the user is holding:

	and presses the trigger,	
	and presses the trigger,	
	and presses the trigger,	
		Suggestions: a UI change, a sound/video plays, a particle plays, an object is spawned or destroyed.

The main menu will be located:

and from the main menu, the user will be able to:

-
-

[Optional] There will be additional UI elements for:

-
-

5 Optimization & Publishing

To make the user experience more accessible / comfortable:

-
-
-

Given that this app is targeting the [headset model], target metrics are:

Frames per second:	>= _____	FPS
Milliseconds per frame:	< _____	ms (= 1,000 / FPS)
Triangles per frame:	_____ - _____	tris
Draw calls per frame:	_____ - _____	batches

Lighting strategy:

	All baked	✔	Mostly baked with some mixed		All real-time

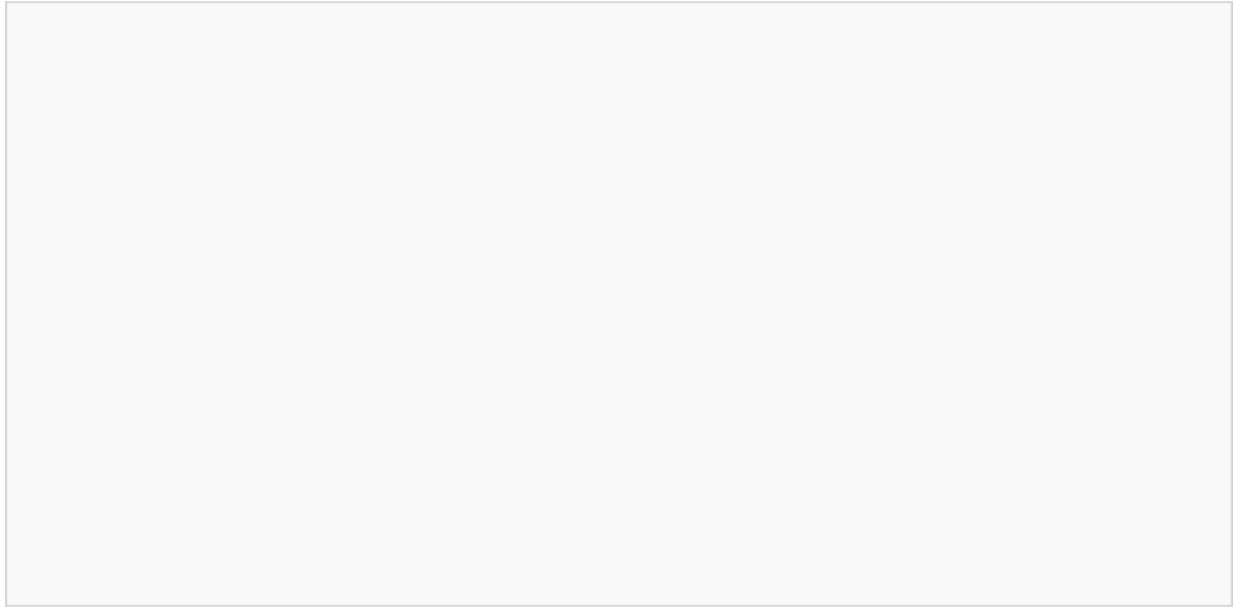Light probes [will | will not] also be used for more realistic mixed lighting.

6

Other features

-
-
-
-
-
-
-
-

7

Sketch (Optional)

8

Timeline (Optional)

	Milestone	Date
1	–	
2	–	
3	–	
4	–	
5	–	