Virtual Reality

Part 1   Before class on **10/19**
Part 2   Demo in class on **10/21**
Part 3   Demo in class on **10/28**
Final   Demo in class on **11/4**

The goal of this project is to make an interactive game that doesn't make the player motion sick, is a fun experience, and takes advantage of the platform-specific elements of virtual reality. You will practice working in a team and continue to develop your skills building experiences in Unity, and you will learn how to integrate Unity with the Oculus Rift. The specific teams are listed at the end of the document.

Constraints:
- Your experience must use the Oculus Rift.
- Your game must be interactive. You can't simply make a long cut scene. We're practicing the process of making interactive experiences and games.
- Your experience must not make players motion sick. Follow the guidelines you'll learn in Part 1.
- No shooting violence or pornography.

When showing your work to the class, you must provide a URL where all your work is available, including the game, a gameplay video, and any supporting materials.

Part 1
There are some technological hurdles in getting the Oculus Rift setup to work with Unity, but there are also lots of resources online. Some tips and tricks are included in the Unity Tips and Tricks document linked from the course website, so check there first.

For Part 1, your team must accomplish the following tasks, at minimum:
- Identify at least one time (and ideally two times) per week outside of class when your team will meet **in person**. This meeting is required because each team will only have one Oculus Rift, but everyone on the team needs to see it and gain experience using it. **Email** Ira and Owen your meeting time and place.

- *I Expect You To Die* is one of the best games currently available on Oculus. It's only playable on PC. Find a PC, install the game, and have each person on your team **play for at least 10 minutes**, ideally more. You'll obviously need the Oculus Rift to play.

- Making games for VR is quite different from making games for PC or mobile. Learn about some of the key differences by **reading** this article: http://gamasutra.com/view/news/254432/Jesse_Schells_six_lessons_for_making_VR_games.php

- Jesse Schell also wrote a detailed and informative analysis of *I Expect You To Die.* Everyone must **read** it: Six Lessons Learned from *I Expect You To Die*

- The lead designer of *I Expect You To Die* was Shawn Patton, who has graciously agreed to video chat with us on Monday 10/19. Before class, **send me one question** that you'd like to ask. I'll select the best questions and ask him.

Your programmer(s) should also have the Oculus hooked up and running in Unity by Part 1.

Part 2
Create a website (and send the URL) with the following content:
- A 30-60 second gameplay video.
  - Unity web builds for Oculus Rift games unfortunately don't work well the last time I checked.
  - Use screen capture software from the game running in Unity directly.
- A link to your source files for the project (including art and code)
- Full names and roles of your team members
- Any supporting material you'd like to include

The experience will obviously still be rough because you will have only had one week to work on it, but please ensure you're planning on a very conservative game design, since you will surely experience many technical and VR design hurdles. Ensure you bring a playable version of the game on your own computer and your Oculus Rift. We will review each game in class and provide feedback.

Part 3
Same requirements as Part 2, but everything should be farther along. It's much better to have a small, polished game than a larger, unfinished one. Bring a working version of your game in Unity to class, plus your Oculus Rift. We will review it and provide feedback.

Final
Provide a URL to the class that includes the information below:
- A 30-60 second gameplay video.
- A screenshot of the game
- A link to your source files for the project (including art and code)
  - This should include everything necessary for someone else to continue development on the game after you.
- Full names and roles of your team members
- Any supporting material you'd like to include

Team A	Team B	Team C	Team D
Cherylynn	Brandon	Kwasi	Michael
Jen	Isaiah	Joel	Mike
Stevie	Zoe	Maria	Elijah
Sean	Maddie	Brian	Bryan
Grace	Jonathan	Quinlan	Lucy

Original assignment by Professor Ira Fay, with inspiration from Shawn Patton and Jesse Schell.