

Project 1

- Part 1** Demo in class on **2/6**
- Part 2** Demo in class on **2/13**
- Part 3** Demo in class on **2/20**
- Final** Demo in class on **3/6**



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 and/or Vive. The specific teams are listed at the end of the document.

Constraints:

- Your game must use the Oculus Rift or Vive.
- 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 from the readings at the beginning of the course.
- The game should relate in some way to the following theme: **Shadows**
- 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 or Vive setup to work with Unity, but there are also lots of resources online, including ones linked from the course website. Note: If you find useful tutorials not linked from the course website, please tell Ira so he can include them in the future.

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/Vive, but everyone on the team needs to see it and gain experience using it. **Email** Ira your meeting time and place.
- Ensure that everyone has read the best practices included in the readings at the beginning of the course, and keep them present in your mind.
- Identify each person's role on the team clearly, and ensure each person knows their tasks and responsibilities.
- Your programmer(s) should have the Oculus and/or Vive hooked up and running in Unity, and you should have a full workflow established with art and audio.
- Create a ~4 minute presentation that introduces your team and describes the game you intend to create for this project.
- Create a placeholder website (and send the URL) with the full names and roles of your team members. If possible, include a video capture of your game and whatever development progress you have so far.

Part 2

Create a website (and send the URL) with the following content:

- A ~60 second gameplay video.
 - 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

Ensure you also bring a playable version of the game on your own computer and your Oculus Rift / Vive. We will review each game in class and provide feedback.

The experience will obviously still be rough because you've only had two weeks 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.

Part 3

Same requirements as Part 2, and:

- A playtest analysis report from at least 8 playtests with non-team members.
 - Identify your top priorities between now and the end of the project
- Your game should be near feature-complete.
 - Don't plan to add more features unless absolutely necessary
 - Spend the remaining time polishing, bug fixing, and reacting to playtest feedback

Remember that 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 / Vive. We will review it and provide feedback.

Final

Provide a URL to the class that includes the information below:

- A 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.
- Advice that you'd give to future teams attempting this same project.
 - What to do, and what to avoid.
- A 8.5" x 11" poster that Ira can print in color and put outside his office
- Any supporting material you'd like to include.

Team A	Team B	Team C
Alyssa	Aidan Alice	Ben
Audrey	Josiah	Brandon
Brian	Maria	Joel
Hunter	Mehedi	Noah
Mike	Nick	Theo
Quinlan	Paul	