

# VR Design for Project 1

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## **Experience (max 1 paragraph each)**

1. How will the user be impacted your experience?
2. Describe the three minute user experience from the user's perspective. Consider framing the narrative around the user's actions and whether they experience a positive (gain) or a negative (loss) from their actions. Explain how going through it will impact the user (tie it back to the original message)

## **Technical**

1. List the 3D models are part of your scene and identify how you are finding/creating these 3D models
2. For each object, list the 1) properties and behaviors and 2) the controls that change those values

| Object | Properties | Controls that change <b>property</b> values | Behaviors | Controls that change <b>behavior</b> values |
|--------|------------|---------------------------------------------|-----------|---------------------------------------------|
|        |            |                                             |           |                                             |

3. How is the user represented in your virtual environment?
4. How does the user interact with the objects in your world?

**User uses (INTERFACE) to manipulate (PROPERTY/BEHAVIOR) of (GAMEOBJECT) in the virtual world.**