

Extended Response – VR Proposal Scaffold

Develop a proposal (500 – 800 words) for a unique Virtual Reality application or game with commercial appeal that could attract funding on a crowdfunding website.

Overview of Your Idea

A paragraph explaining your idea. Outline the basic idea, challenges, goal states and classification. What sort of VR application is it? Game? Training? Simulator? Etc. This a brief synopsis.

Software and Hardware Requirements

Identify and explain software and hardware requirements:

- Hardware:
 - o Peripherals? (e.g. Oculus Quest – including Oculus Touch Controllers, Samsung Odyssey+, etc.)
 - o Platform hardware? (e.g. console, PC, laptop, phone or tablet. Keyboard / mouse? Specifications matter too – is there a minimum and recommended specification of hardware? This can include CPUs, GPUs, RAM, etc.)
 - o Internet connection, or other consumables? (e.g. USB sticks, chargers etc.)
 - o Any other 3rd party hardware requirements? (e.g. Logitech Driving Force Race Wheel, or something that isn't available commercially yet?)
 - o How much HDD space do you predict your download / installation will take? Will the entire application install locally on a client device / machine, or will some content be streamed?
 - o Vocabulary – define any technical terms (this can be done in Appendix)

- Software:
 - o Targeted Operating Systems (e.g. updated software system of console, Windows 10, macOS, Android, iOS)
 - o Distribution platforms? (Steam, Microsoft / PlayStation Store, etc.)
 - o Will this manage future updates for your software?
 - o Will this manage bans, invalid or hostile accounts (e.g. hackers / pirates)?
 - o Do you require any other applications to be installed, or other accounts for other software or applications to be created?
 - o Community forums, news, FAQ's, advertising and complaints – will you manage these on your own website, or use another platform (such as Reddit?)

Identifying the Appeal to Society

- What is the background behind your idea – how is this different, or how does it solve a problem or fill a niche market that other VR applications have yet failed to meet?
- Target audience analysis – demographics and attitudes
- How is your proposed VR application different from existing market products?
- List the elements of your unique proposal that are going to entice people to use it. What will make your VR application popular?

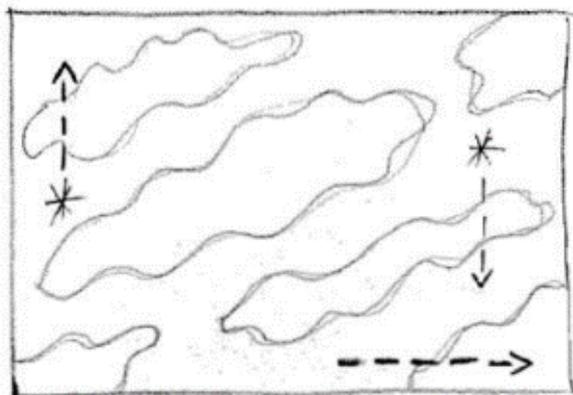
Analysis of Problem: Developing an Application or Game with Commercial Appeal

What does this game need to succeed? Draw a **mind-map**:

- Elements – story / background / characters / setting
- Play modes – competition, online, single player, single user, sandbox, etc.
- Features – social media integration, leader boards, allow modifications?
- Other – e.g. historical elements / accuracy, soundtrack, research, meaning or message?
- How will your application or game give feedback, and deliver a sense of mastery to the user through continued progression?

Synthesising a Plan – Annotated Design Illustrations

By hand or draw and scan – make sure these are annotated – illustrate and explain how your game is going to work (visually), for example:



Background scrolls, stars move

Evaluation and Future Recommendations

- A critical reflection of the proposal (itself), as well as the process you took in developing this proposal
- What worked well? What was difficult? What needs more work? Justify your conclusions with supporting evidence (e.g. use examples or snippets from your proposal to support your arguments made here).
- What needs to happen now? What else could or should be done? For what reason are you making these claims?
- Overall, based on the actions and consequences identified in this evaluation, do you believe this project is going to be (realistically) successful? Why or why not? Explain, with reasoned evidence. Where this is doubt, predict some strategies that could help minimize some of this doubt.