

June 8

Today we will prepare for a pin-up tomorrow morning. By the end of the day you should be able to convey to yourselves and to the rest of the class a good sense of what your project will be like. On your own, keep in mind questions you might ask the other teams.

1 • (Visual) **Moodboard – What does your environment look like?**

- Select a design lead
- Please prepare an actual moodboard.

Are there characters? What do they look like?
Are there effects? What do they look like?
Music / Sounds?
Smells? Tastes?
Is it first person?

2 • (UX) **Storyboard - What is the “user story”/“user journey?”**

- Select a UX lead
- Please prepare an actual storyboard.

Beginning – Middle - End

What does “onboarding” look like?
How many levels do you have?
Can a “player” fail? How will they know?

3 • (Tech) **How do we accomplish this?**

- Select a lead programmer
- Please prepare a list of questions/issues.

Input – Processing - Output

General plan for development, go deeper than “use Unity.”
What specific issues do you think you’ll need to solve?
What are you completely unsure of / worried about?

Schedule

June 8 - Design

- Morning: Project plan / warm up exercise
- Afternoon:
Optional tutorial: Setting up Unity and using it with Oculus / Gear / Cardboard
By the end of the day, you should have a complete design!

June 9 - Design

- Morning: 1st Pinup - Design
- Afternoon:
Optional tutorial: Unity mecanim
By the end of the day, you should have a development plan
and should have already started putting together your project.

June 15 - Production

- Morning: Execute your development plan
- Afternoon: By the end of the day, you should have a working prototype.

June 16 - Production

- Morning: Last minute setup / refinement
- Afternoon: Final Crit!