

## Project Check List: Conceptual Design

Conceptual Design Answering the following questions will help you to have a clearer idea about your project.

**a- Write an introduction to your project which includes, but is not limited to, the following:**

What is the general context, time and location of the project? How would you describe someone's experience with the virtual space that you are creating? Is the concept related to artwork, to scientific simulation, to entertainment or gaming?

**b- Description of the project** What happens when you start you play in the very first scene? What is the next step, the second and third scenes, what is the storyline?

**c- Project preparation and construction** What is involved in the preparation of your project? Please check the roadmap described in class 1 <http://www.tinkering.net/vr/roadmap.pdf> to list your tasks. Where do you anticipate limitations or problems?

**d- Questions related to the way visitors interact with the virtual world.** Describe the displays and input devices do you provide to the viewer? How many types of interactions are connected to the viewer's input devices? Describe in details the interactions.

**e- Input devices** List the types of input devices, the length of the interaction, how each interaction starts and where does it end?

**f- display** Do you provide multiple views associated or dissociated? What are the relationships between multiple views?

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