

Priority Features List
Team 34: Project MNPUL8R

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Feature	Difficulty	Priority	Description
Optimization	10	High	Game is optimized to run efficiently.
Hand Controls	9	High	Game uses Leap Orion hand tracking for controls and player interaction.
Animation	7	High	Player interaction includes animation.
Game Interaction	7	High	Player can interact with objects.
Custom 3D Models	6	High	Game has 3D models with texture maps.
Lighting	5	High	Game lighting and shadows work properly.
3D Environment	4	High	Player walks through a 3D-rendered environment.
Story	3	High	Game has an understandable plot.
Multiple Levels	8	Medium	Player advances through levels as gameplay progresses.
Environment Reactivity	8	Medium	Environment responds to player input.
Save/Load System	6	Medium	Player can save and load their progress.
Menus	5	Medium	Main menu and in-game menu are constructed and functional.
Player Feedback Audio	4	Medium	Player experiences audio feedback in response to their actions.
Custom Level Audio	3	Medium	Custom music designed for game, including main menu and levels.
Replay Value	8	Low	Game offers replay value through environment interactivity.
Audio Reactivity	8	Low	Audio responds to player input.
NPCs	7	Low	Non-player characters inhabit environment.
Progress Tracking	4	Low	Player is notified when they make progress.
Endgame	4	Low	Game ending and credits created.

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High Priority Features:

1. Create a Virtual Reality environment that a first person user can explore.
2. Integrate the first person controls with a Leap Motion headset that registers hand motions.
3. Implement music into the timeline of the adventure that the user can control through different tasks/ hand manipulations (controls/settings)
4. Have a completion screen/event/animation when the user has completed the necessary interactions/exploration for the game to be over.
5. Develop two functional game levels.
6. Create game puzzles.
7. Create and implement 3D models into our environments.

Medium Priority Features:

1. Create a Menu and save-state for the user to be able to come back to their progress within the game.
2. Create different levels for the user to explore and progress within the timeline of the adventure
3. Have animated models within the environment (animation by path, animation by color, and/or animation by solitary movement)
- 4.

Low Priority Features:

1. Enable the user to change the animation/direction of a model through interaction and/or hand manipulation
2. Enable the music to change when the user interacts with a particular model or does a particular task
3. Intro animation for when the game starts.
4. Credits title screen in Virtual Reality.
5. Utilize the Vive's position tracking system to allow the user to move within the virtual world using position tracking.