Project Agreement

Title: Reflex

Members:
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Introduction:
- We are creating a virtual reality game called Reflex that helps people exercise regularly.

Tasks:
User Interface (Biao, Anh)
- Start Game
  - Easy, Medium or Hard
- Generate a new level (Using RJMCMC Link)
  - Set calories target \{5, 10, 15, 20\} kcal
  - Set duration target \{2, 3, 4, 5\} minutes
  - Set speed \{slow, medium or fast\}
- View saved level
  - Level names or just number
- View Progress
  - Calendar to record the progress.

Game Mechanics (Jose, Sam)
- Designing and creating chunks (collectibles and obstacles).
- Implementing basic features of the game.
- Using sound effects and rendering to create a fully immersive experience for the player in virtual reality.
- Develop this game in Unity3D, a very popular game engine.

Purpose & Vision:
- The purpose of this project is to introduce a supplemental exercise activity in the form of a virtual reality game to users. This game does not seek to replace a complete physical-activity routine but it is an option for those who are interested in both physical activity and virtual reality.