

HALLOWEEN



PROJECT PLAN

LAUREN DIAZ - ZACH DURDEN

JACKY FONG - REBECCA NAUTH

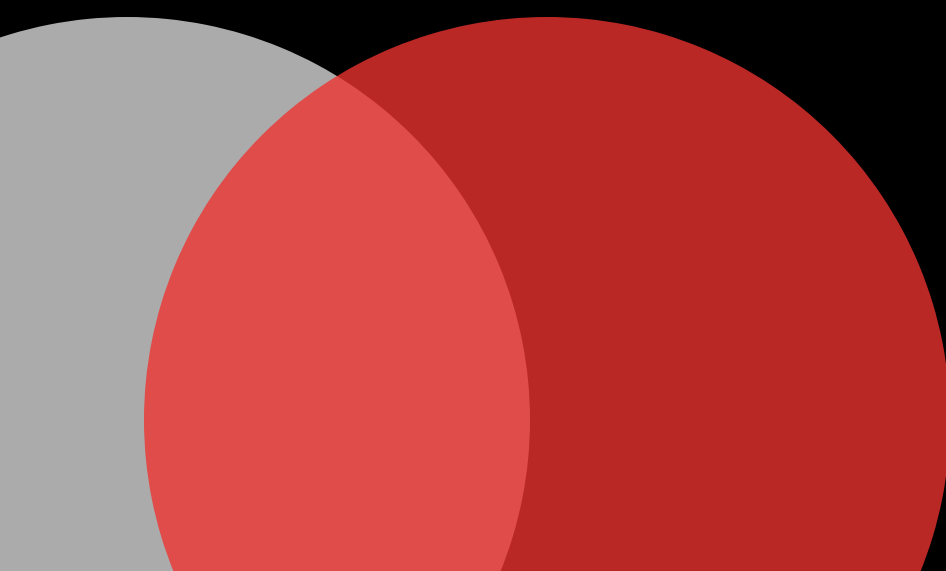
NIKKI SARMER

Plan Overview

Team Hololens decided to create a halloween experience for users. Through out the creation process, we went through a variety of idea. Where we going to create an experience that allowed them to turn any space into a haunted house? What was going to lead them through the game, narration or points?

Finally, we settled on Holoween. Holoween is a narrative based experience that guides the user through out a story. On halloween, the portal between the living and the dead weakens, allowing spirits to interact with those on Earth. Version 1.0 features a small girl, Elise Bertrum who is trying to discover how she died. Users hear stories from Elise as they collect momentos that will help set her free. But beware! Evil spirits are trying to derail your progress and keep Elise in the middle ground!

Each team member for Holoween has a specialty. Nikki has assumed the role of project manager. She is input where needed and make sure the team stays on track. Jacky is our main developer, but all team members will pitch in when possible. Lauren is lead designer. Her expertise in Adobe will help create deliverables and head branding. Rebecca will assist Lauren and take on site development. Zach Durden is our story writer. He helps guide the experience and works closely with Jacky to keep narration and development on the same page.



Monthly Breakdown

September

By September 18, we hope to have a nailed down project topic. Currently, it's a little "mushy," but we hope to have something solid here shortly. By the end of the month, around the second checkpoint (9/27), we will have something more substantial with our game and have interacted with our target audience to receive input.

October

By October 27, we anticipate to be completing a full game having successfully navigated around limitations. At this point, we will begin to add additional features to our game, such as a multi-dimensional sound and customization options including different designs and moving models triggered by actions within the experience.

November

The final checkpoint comes on November 15. At this point, we hope to have potentially added other parts of our game if possible. If this is not attainable we have projected to have a completely functional haunted house that functions in a number of spaces.

December

Present at SLAM! Team Holoween has come a long way, and we want to be able to showcase that work to everyone in the NMI as well as potential employers.

Assignments

Checkpoint 1:

Presentation: Zach Durden, Lauren Diaz

Alpha 1.0: Jacky Fong

Project Plan: Rebecca Nauth

Product Research: Nikki Sarmer, Lauren Diaz

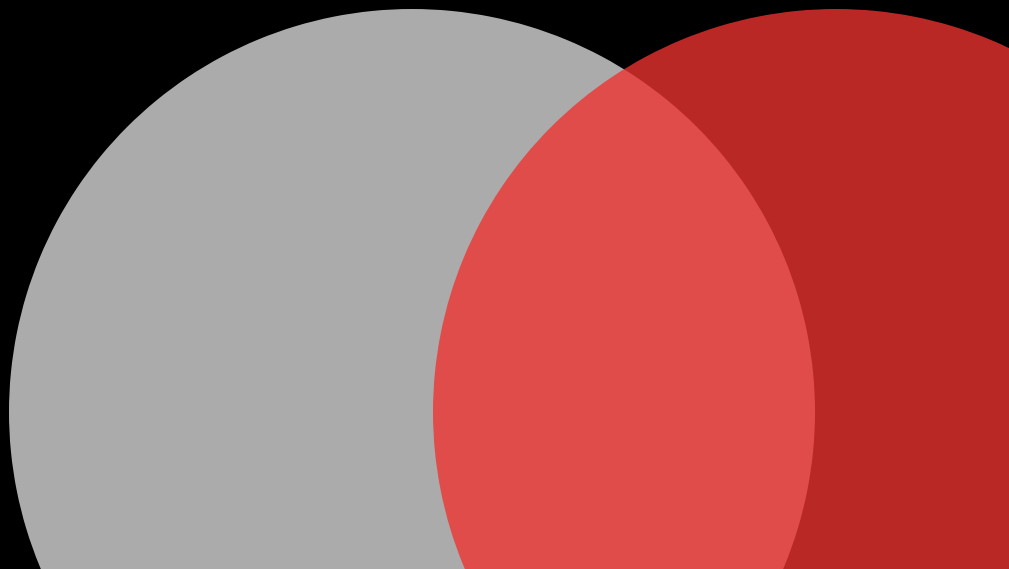
Checkpoint 2:

Presentation: Zach Durden, Lauren Diaz

Alpha 1.0: Jacky Fong

Project Plan: Rebecca Nauth

Product Research: Nikki Sarmer, Lauren Diaz



Assignments Cont.

Checkpoint 3:

Presentation: Zach Durden

1.0 Launch: Jacky Fong

Project Website: Rebecca Nauth

Digital Design: Nikki Sarmer, Lauren Diaz

Checkpoint 4:

Presentation: Zach Durden, Nikki Sarmer

1.1 Launch: Jacky Fong

Social Deliverables: Lauren Diaz, Rebecca

Stage Presentation: Nikki Sarmer, Zach Durden

