

# Wolf Tracker VR | Game Design Document

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## Objective Summary

- Title - Wolf Tracker VR
- Genre - exploration/education
- Target Audience - middle to high school ages
- Platform - Oculus Quest headset

## Team

- Dr. Margarita Vinnikov
- University Lecturer Jessica Ross
- Field Wildlife Researcher Joey Hinton
- Field Wildlife Researcher Amy Shutt
- Undergraduate Student Tajasi Thool
- Undergraduate Student Derrick Sanchez
- Undergraduate Student Gary George
- Graduate Student Nicholas McHugh

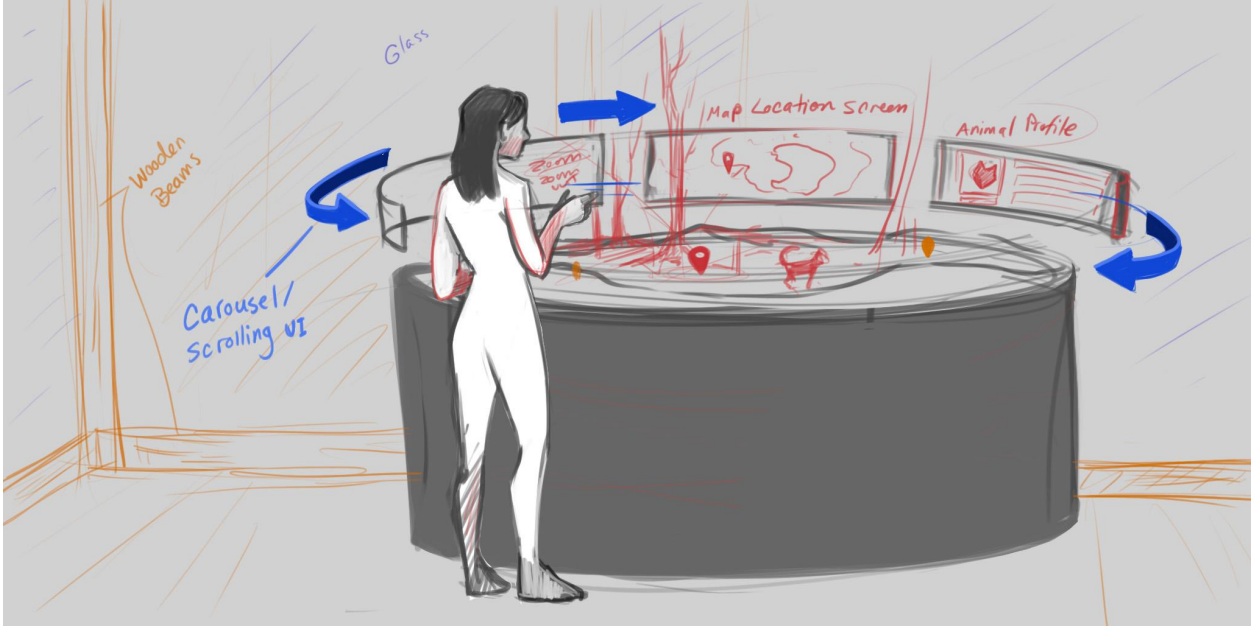
## Gameplay Summary: Biologist Story

You are a biologist, observing/studying the wolf. You have to record important information which includes things like:

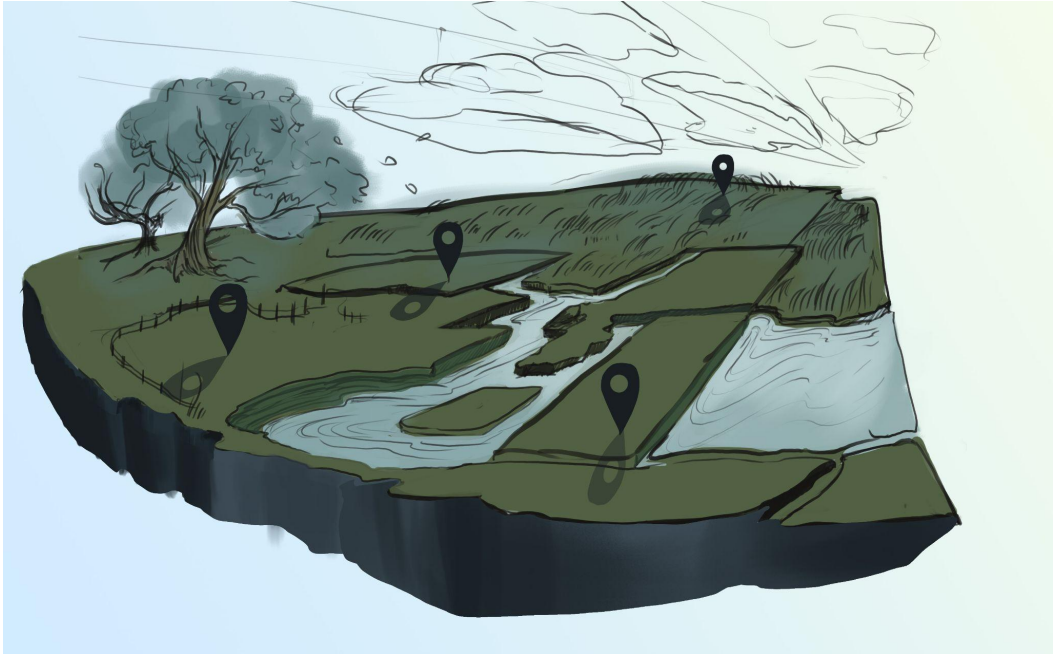
- Paw print measurements
- Behavior observations
- Hunting
- Diet
- Den sites
- Pack dynamics

Your game objective is to closely watch the wolves and interact with them in the environment in a way to help them or understand them. The interactions between the user and the wolves can be mostly the same in either scenario but the theme and narrative that is behind these interactions is what makes the difference.

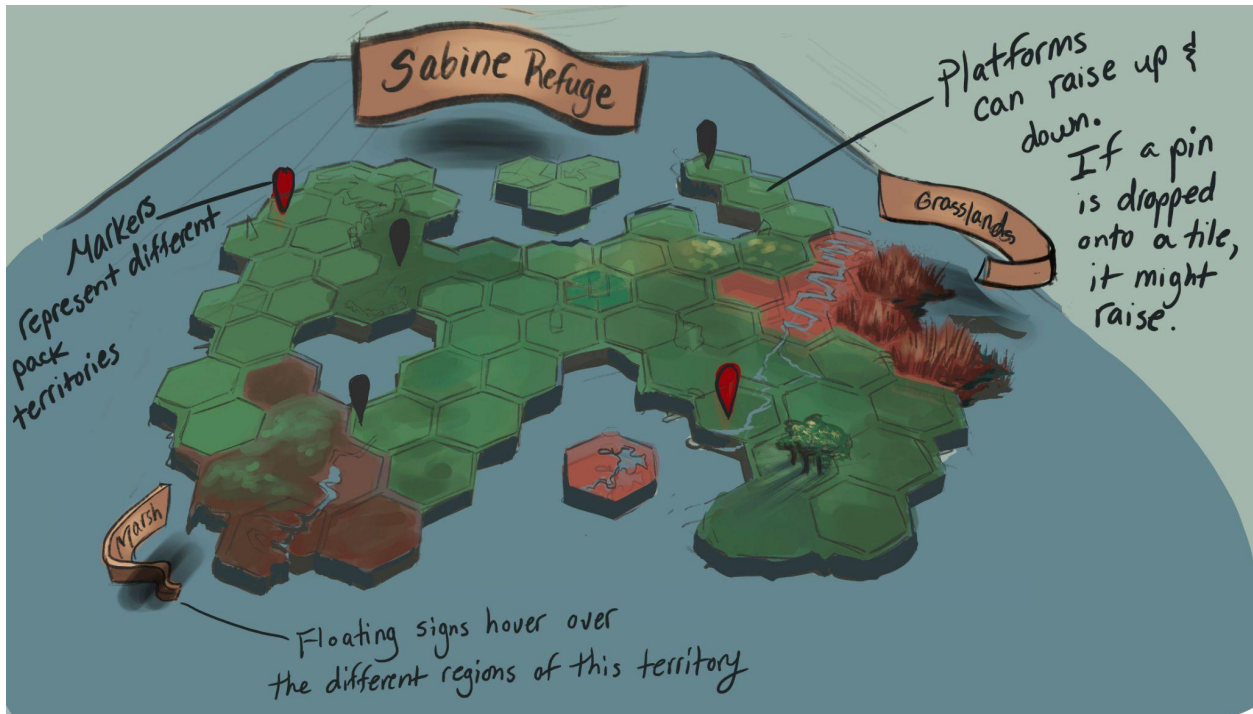
The game will start out as a table-top simulated map where the user can choose where they want to explore. The user places down a pin on the map and they are teleported to that region where they can study that wolf pack. See illustration below:



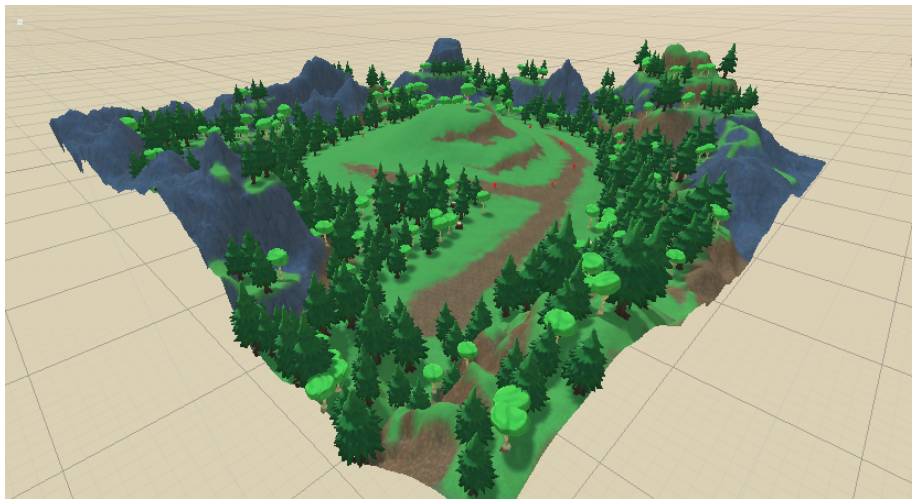
This is a third person view of the user inside the virtual space. Note the location pins. When the user places down the location pin, they can see a detailed map of that region via the floating carousel menu (indicated with the blue arrows). They can scroll through that menu and see which wolf pack lives there before deciding to choose that region to teleport to.



*Initial concept illustration showing a cut section of the interactive tabletop map.*



*This is a concept illustration of what the tabletop map might look like. It is meant to look like an interactive game board with tiles that represent different parts of the Sabine Refuge (the location that this game takes place in).*



*This is a screenshot of the 3D modeled terrain, done by the 3D modeling students after reviewing my concept artwork. We settled on a low-poly, toy-like look and feel. This style works better within the game engine and allows us to make more assets for this game with limited resources.*

## Completion of First Digital Prototype

Currently, we have completed our first digital prototyping stage and plan to further develop this VR application, using higher fidelity models, animations to the animals, and more sophisticated interactions. To see a screen capture of the current digital prototype, please click this [link](#).