cs5760 Sandeep Battula assignment 1

2 messages

Sandeep Battula <sandeepb@mtu.edu> Thu, Jan 17, 2019 at 9:07 PM
To: Robert Pastel <pastel@mtu.edu>

Sandeep Battula
sandeepb

VR Game design
I would like to a proposal on how to design a good VR game design
based on the principles of how we interact with the real world.
Additionally I would like to signify the differences on design for
children's games and adult game designs.

1 Dragonfly Detectives
2 Keweenaw Time Traveler Story Query Tool
3 An informative and responsive app to use for communication, event
announcement, information and data sharing
4 Allow Citizen Scientists to utilize the Water Erosion Prediction
Project (WEPP) model for predicting hillslope scale erosion
5 Eelgrass Monitoring App
6 Medical Appointment Scheduler

Robert Pastel <pastel@mtu.edu> Fri, Jan 18, 2019 at 10:06 AM
To: Sandeep Battula <sandeepb@mtu.edu>

Hi Sandeep,

The topic VR Game Design is good but a little broad. You may want to make it more specific.

In the future, be sure to use the exact subject line. I use it to find your emails in my inbox.

Sincerely,
Robert Pastel

On Thu, Jan 17, 2019 at 9:07 PM Sandeep Battula <sandeepb@mtu.edu> wrote:

> Sandeep Battula
> sandeepb
>
> VR Game design
> I would like to a proposal on how to design a good VR game design
> based on the principles of how we interact with the real world.
> Additionally I would like to signify the differences on design for
> children's games and adult game designs.
>
> 1 Dragonfly Detectives
> 2 Keweenaw Time Traveler Story Query Tool
> 3 An informative and responsive app to use for communication, event
> announcement, information and data sharing
> 4 Allow Citizen Scientists to utilize the Water Erosion Prediction
> Project (WEPP) model for predicting hillslope scale erosion
> 5 Eelgrass Monitoring App
> 6 Medical Appointment Scheduler