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Thread: [Unity or Unreal developer - small & straightforward VR project](#)

tcsh - July 4, 2024, 12:24 am

Hi there,

Long time lurking member in search of someone to develop a VR scenario, free choice if Unity or Unreal - I just need it to run on Quest 3.

Going forward I'll refer to the project as the app or scenario.

Some quick main project details:

Target platform: Quest 3 - the scenario needs to run standalone (so not PCVR) on a Meta Quest 3 headset - 128GB variant.

Environment/world: Nature setting, like a forest, with hills or a mountain here and there. Trees, grass, some bushes and other such elements one would expect to find in such an environment - free to choose which ones.

Needs to be explorable but it isn't required to be too huge as the user will only have a few minutes (3-12 mins for example) to explore around.

As a visual reference, see this, it's ideal:

<https://assetstore.unity.com/packages/3d/environments/unity-terrain-urp-demo-scene-213197>

So something along those lines - no low poly/cartoon environments.

Basic nature sound and weather (a few random bird sounds and mild sound of wind or such) - nothing elaborate.

Animals: none with the exception of a dog that would follow the player around (to the side or a few meters behind or something like that) while he's exploring the environment.

Visually speaking the environment should have an intuitive/obvious path to follow from A (start or the scenario) to B (finish)

Player movement should be developed via Teleportation functionality.

When arriving at the designated finish point, an event should trigger, in which the ground beneath the player shakes for 1-2 seconds and then collapses into a sinkhole. Nice to have but optional: camera shake after event trigger and till event end.

The sinkhole should have basic appropriate texture/visuals that one would expect from a hole in the ground, nothing elaborate/fancy.

Player would fall to his presumed death in said sinkhole. The camera at that point should be POV so the player can see his body after the fall (optional look around a few seconds and visuals like blood on clothes, ripped clothes from the fall and such, but nothing gore/doom & gloom) and then the scenario/app should end / fade to black view.

That's basically it. Little tid-bits here and there but nothing big enough that would significantly / if at all alter what's been described so far.

In terms of assets used and such, there are no requirements. As in, you're free to use Free assets from the asset store or whatever else along those lines.

The described scenario/app is intended to be used in an official psychology experiment that will then get turned into a published ISI article. Props/thanks/acknowledgments to the scenario/app will be credited, if required/agreed and if you desire to use it as part of a portfolio and such, no restrictions on our part.

In terms of payment, let me know what sum you would find appropriate, if interested. Considering project requirements, I'm assuming it would be a quick project for a quick back for someone. We will be dealing on site and via contract, after we layout all the details and expectations.

PM or reply in thread. Thanks!

Himanshu5645 - July 4, 2024, 3:27 am

Hey there,

I would love to help you with your requirement, as I do have expertise in Unity and have created multiple genre games in the past.

Let's connect on discord (himanshu_83987) to discuss further.

Best,