Forgotten Time VR & AR User Journey

Pre XR		During XR			Post XR
		Start	**Play**	**End**	
Persona: George **Personal Level** ● This person has a curiosity for virtual reality and the types of stories that they can experience ● They also have a strong interest in the narrative and structure which could be useful to learn about the world, history and environment for the degree they are pursuing. **VR Readiness/Access** ● This person has access to a lower level virtual reality headset such as the oculus quest so they can access VR games from their own home. ● They also have a strong interest in video games as a hobby due to this person often playing computer games both single player and online. ● They have owned the headset for some time and so they are used to using virtual reality headsets and already has some good knowledge and understanding of the hardware. **First Contact** ● The persona has access to and uses a steam account often and so they found this virtual reality experience while they were browsing for new games on the steam store. ● Once they found the experience they clicked on the page and read through the description, technical requirements and also watched the trailer and screen captures of the experience which peaked their interest. ● The user then downloads the game to their computer and or their virtual reality headset to play the experience from. ● They then download any updated and agree to any terms and conditions from first and third party sources for their machine. ● Once the download is completed depending on the speed of their computer and internet they are then ready to launch the game. ● The user will also need to make sure their pc is ready and that all the equipment is ready and set up to play a virtual reality experience. ● Once the user has completed all of these steps they will then be ready and can put on their headset to navigate through the OS menu to access the experience and start playing.	**Virtual Reality**	**Onboarding** ● When the player starts the VR application they will be greeted by introduction credits to which they will then be redirected to the menu that will allow them to start the experience. **Tutorial** The player will start at the old age introduction of the experience where they will be moving at a slow speed, the environment is in the future and they will meet an NPC doctor character explaining the story exposition and instructions on what the player can do next. In this intro they can also learn the controls and general movement to explore the environment and world for the story, **Navigation** ● The player will learn how to move around the environment by using the joysticks to both move and rotate the user camera. **Mechanics** ● The main mechanic for the experience is being able to transition and time travel by drinking the different medicine bottles by lifting them to the players head. ● Throughout the experience the players can grab, place, move and consume certain items and objects throughout the different elements of the story **Exposition** ● The character will gain some basic story exposition and introduction through the doctor character at the start.	**Missions/Levels** Level 01: Age 10 (1980s) - In this level the player can explore the home in the 1980s where they will be young and can interact with their mother and other objects from their birthday part around the environment. Level 02: Age 29 (1990s) - In this level the player can explore the home in the 1990s where they will be on their own and can listen to answering machine messages and repair broken items from the characters point in life. Level 03: Age 54 (2020s) - In this level the player can explore the home in the modern day where they will return to the house after a long trip, clean and place back items while calling the characters daughter. **Exploration** ● While the player is in any of the different time period based environments they can freely explore and roam around the environments at their own pace. ● Each environment has certain tasks and events that can be completed but they can do all of these at their own pace and leisure or even as quickly as they might possibly like to. Once they complete the final task they can transition back to the bathroom environment and continue the story.	**Story Ending** ● After completing all of the three time periods the player will return to the old age character after viewing all of the different memories and they can finally interact with their daughter before the experience is finished. ● Once finished they will view the credits and also receive some information on how they can continue the experience further in the Augmented Reality application that is also available. **Fulfilment and Clarity** ● Hopefully the player will be satisfied and happy with the full experience while gaining fulfilment of completing the full experience and seeing the credits while also gaining clarity for the full story. **Replayability** ● It is hoped that once the player goes through the entirety of the experience and comes to the full conclusion that they might want to replay the experience to see if there is any additional content or anything that they might have missed on the first playthrough ● They may also realise that they can go through the different time periods in a different order with the medicine bottles.	Once the user has finished with the XR experience they will take off their headset and then have the choice to either be finished with their experience and turn off the machine or continue. **Leave a Review** ● The player can finish the experience and now they are finished they can navigate back to the steam store page and write a review on their thoughts of the experience ● They can also see what others think of the experience by reading the other reviews that were left by other players. ● The steam page may also have more information and links to the developers, websites and any other form of media that might be of interest to the player. **Prompted to AR** ● In the credits of the experience the player was told about an additional element which is the augmented reality experience that they can also try. ● The user can go onto their mobile device and search for the AR game to also try out and experience to see themselves in the experience and also gain more story and information.
	Augmented Reality	**Onboarding** ● When the player opens up the application they will be greeted by disclaimer messages, information and branding for the experience ● They will also receive an intro warning message explaining that this experience is recommended to be played first through virtual reality and that this app should be used second. ● The player then has the choice to research and find out about the other experience but they have the choice the play in this order if they so choose. ● They will then be taken to a menu where they can choose to start the full experience **Tutorial** ● When the experience is started there will be some prompts and subtle information such as arrows and guidance on how the user can use and navigate through the different filters of the application.	**Augmented Reality Filters** The player will be able to scroll through and select four different filters which will show what they will look like for those four different ages/time periods that the character in the VR story went through during the whole experience. Filter 01: Age 10 Filter 02: Age 29 Filter 03: Age 54 Filter 04: Age 80 **Interactive Elements** The player will be able to see the whole experience through a mirror template and each filter or section of the experience will have some different elements such as photos or notes from the characters stories life that will play as additional information or story nods that might be interesting for the user.	**Pleasure and Clarity** ● Hopefully the user will enjoy using these different augmented reality filters for the fun factor of seeing themselves differently. Hopefully they will also gain some further clarity because in the VR experience all of the mirrors are blurred and so this way they can finally see what the user might have looked like through these different time periods. **Story Fulfillment** ● The experience includes some additional imagery and story information which might add some interest and answers to questions players might have had. **Replayability** ● The player also has the choice now to perhaps replay booth the AR and VR experience again now that they have experience them both to perhaps uncover more clues and details they may have missed the first time especially with the chance to visit the different time periods out of order to what they were previously.	Once the player has finished the AR experience they can then be finished with the application and turn off their phones. **Leave a Review** ● The player can be finished with the experience and transition back to the application store depending on their mobile device and leave a review on the stores app page. ● They can also see what others think of the experience by reading the other reviews left by other players. ● The application page may also have more information and links to the developers, websites and any other form of media that might be of interest to the player.