



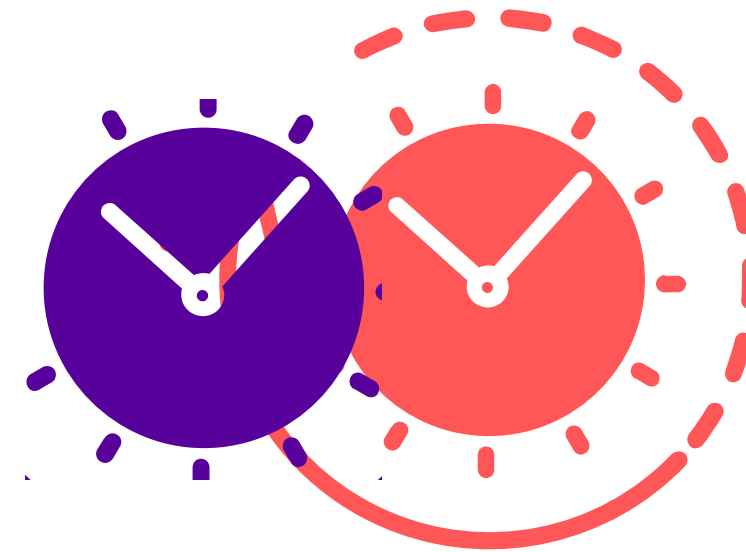
CHRONO-LOGIC

Your Time, Your Tempo

User Research, Experience To Create A VR Game.

Problem Statement

In the current times of the fast-paced world, individuals often struggle with time management in their professional/academic field , succumbing to their own negative habits such as procrastination, lack of focus and various types of distractions that hinder their productivity. This project aims to help users improve their focus to help in managing time better.



Design Strategy

Design Strategy	
Project Requirement	Training users to prioritize activities and habits according to time
Market Segments	<ol style="list-style-type: none">1. Students: Managing study time efficiently.2. Corporate Professionals: Balancing work tasks and deadlines.3. General Users: Anyone looking to enhance time management skills.
General Tasks	Practising self-discipline by controlling impulsive decisions and urges, prioritizing tasks as required, Prevention of succumbing to social/digital distraction
Technological Guidelines	Oculus Quest 1
Branding Goals	Millennial/Gen-Z Aesthetic, Playful
Critical Success Factor	Incorporation of Time-Management Techniques by 45%

User Profile

Market Segment	University Student	Corporate Workers
User Goals	<ul style="list-style-type: none">• Prioritize Tasks in time,• Self-discipline• Practicing punctuality	<ul style="list-style-type: none">• Balancing time between work and social life, time assortment.• Self-discipline
Technological Expertise	<ul style="list-style-type: none">• Technology Friendly• Comfortable with virtual gaming• Has heard of Virtual Reality Games	
Domain Expertise	<ul style="list-style-type: none">• Knows how to follow instruction(the games will have rule manuals informed)• Adaptable To Change	
Expectation	<ul style="list-style-type: none">• Credibility to meet deadlines• High adaptability• Have a good time-balance between work and social life• Community Engagement	

Interviewee 1- **College Student**
Interviewee 2- **Corporate Employee**

Interview Questions

Interview Topics	QUESTION ASKED	ANSWERS
Users Domain Knowledge	Can you provide examples of popular time-management games in the gaming industry? What distinguishes them from other genres?	<ol style="list-style-type: none">1. Dinner Dash and Cooking fever2. Chess, the engaging nature of the game makes it interesting
	How would you approach designing levels or scenarios in a time-management game to maintain a balance between challenge and enjoyment?	<ol style="list-style-type: none">1. I would use a strong storyline which will make the game addictive for the user2. The levels should be engaging, but they shouldn't be way too hard for the user to clear. In that way we can maintain both challenge and enjoyment in the game
	What recent trends have you observed in the gaming industry, particularly in time-management games or VR games?	<ol style="list-style-type: none">1. Cooking games are really popular themes in time management games2. The games have become less interesting and more challenging, hence it gives a tough time to the user
	How does the social or competitive aspect of VR time-management games influence your motivation to play?	<ol style="list-style-type: none">1. Usually VR games have life like visual settings which enhances playing experience hence motivating us to play.2. The competitive aspect of games always influences the user to keep playing and always work hard on that game



Interviewee 1-**College Student**
 Interviewee 2- **Corporate Employee**

Interview Questions

Interview Topics	QUESTION ASKED	ANSWERS
Task Flow	What factors do you consider when deciding how to allocate your time in your life?	<ol style="list-style-type: none"> 1.I make sure my top priorities are looked upon first. 2.I always prioritise tasks based on their priority, the higher the priority the earlier I try to finish the task.
	Can you discuss a scenario where balancing multiple resources impacted your time-management decisions?	<ol style="list-style-type: none"> 1.Usually when I am completing assignments I listen to music which may have affected my efficiency . 2.Yes, once I tried learning something and I used multiple resources, as a result I had a hard time learning the technology
	Can you share an experience where you had to quickly adapt your approach due to time constraints?	<ol style="list-style-type: none"> 1.Usually when I am studying I need to change my approach due to a dearth of time. 2.Yes in a particular project to meet deadlines, I had to quickly learn something and implement in the project
	In a teamwork, how do you coordinate time management with others?	<ol style="list-style-type: none"> 1.I believe in dividing the whole task and completing them in stipulated time. 2.Calm and silent environment really helps my productivity .
User Environment	What kind of physical environment helps you work faster?	<ol style="list-style-type: none"> 1.With minimum or zero environmental noise. 2.Calm and silent environment really helps my productivity
	What kind of physical environment acts as a distraction while working? EG: Loud Music, crowded rooms,etc.	<ol style="list-style-type: none"> 1.Loud noises 2.Yes, Music and crowded rooms are a big hinderance in my productivity

Interviewee 1- **College Student**
 Interviewee 2- **Corporate Employee**

Interview Questions

Interview Topics	QUESTION ASKED	ANSWERS
Problems	How do you prioritize tasks when you have multiple deadlines to meet?	1. I divide the whole task into smaller tasks. 2. The project with the earliest deadline, would be finished first
	How do you handle unexpected interruptions or changes to your schedule?	1. I keep enough time between my schedules to accommodate changes. 2. Somethings are out of your control, better manage time in that situation rather than regretting later. If such situation occurs where I can't manage the deadline, I would ask the lead to give some extra time in that case.
	How do you handle a situation where you realize you won't be able to meet a deadline?	1. I try to focus on improving the quality of the work. 2. I'll ask the lead for some extra time rather than doing the work haphazardly.
Usage Pattern	What strategies do you use to overcome procrastination and stay focused on tasks?	1. Starting with the part that excites me the most . 2. Keep the devices away from my reach.
	How do you handle time-sensitive tasks that require immediate attention?	1. I make sure I get back to the work daily before the deadline . 2. Analyse, jot down important points, then act accordingly.

CONCEPT / STORYLINE

The game can be played from the perspective of a college student or a corporate employee who is studying/working at a place, known for their groundbreaking technological projects/devices. It can be played on 3 modes - personal , professional and social depending on which aspect of life the users want to manage time better



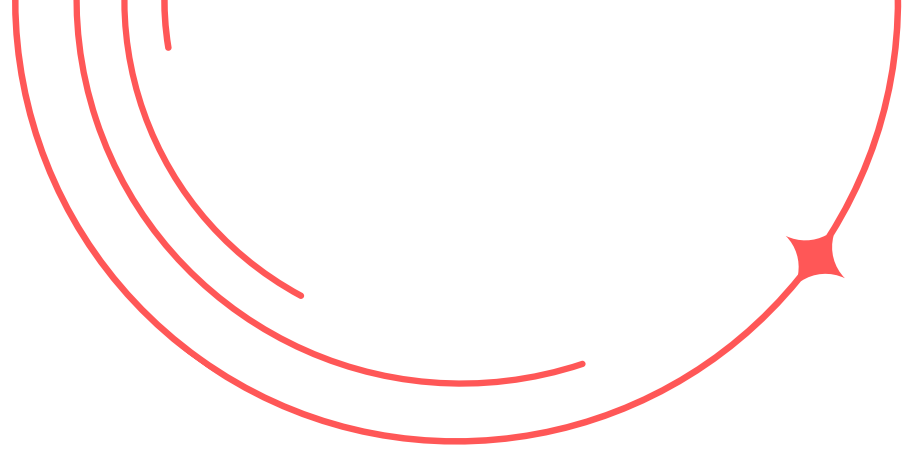
Environmental Profile

Environmental Profile- 1

	Description
Location	Indoor
Geography	House
Workspace	Individual
Lighting	Moderate
Sound	Quiet

Environmental Profile- 2

	Description
Location	Indoor-Outdoor (Both)
Geography	Corporate Space
Workspace	Shared
Lighting	Bright
Sound	Noisy



Environmental Profile- 3

	Description
Location	Outdoor
Geography	College classroom
Workspace	Shared
Lighting	Bright
Sound	Noisy

Environmental Profile- 4

	Description
Location	Outdoor (Both)
Geography	Fantasy realm
Workspace	Individual
Lighting	Dim
Sound	Gore



Persona



Name: **Debkanya Ray**

User Type: **Student**

Motivation:

1. A desire to enhance time management skills in a virtual and engaging way.
2. Seeking a break from traditional productivity tools with a more immersive and interactive experience.
3. Motivated by a sense of achievement and progress.

User Goal :

1. User finishes the house chores to fill the personal life time block.
2. User wins battles against themselves to conquer procrastination and impunctuality to fill the professional life time block.
3. User solves puzzles to fill the social life time block.
4. The time block has to be filled to the minimum amount for the given time.

Familiarity with AR/VR:

Moderate

Story Arc:

A student trying to balance and overcome the fair play of time to defeat the imbalance of time by filling the life blocks of time.

Agency:

Sense of time, prioritization skill , impulse speed, quick-wit.

Presence:

Personal Life - Immersive environment of an apartment with birds chirping from outside and sounds of one's movements like eating, finding clothes.

Professional Life- Real environment of a classroom as a battle field with diageitic sounds of peers interferring.

Social Life- Colourful and immersive outdoor landscape of a social event with noise cancelling music playing.



Scenario 1



Professional Life Time Block

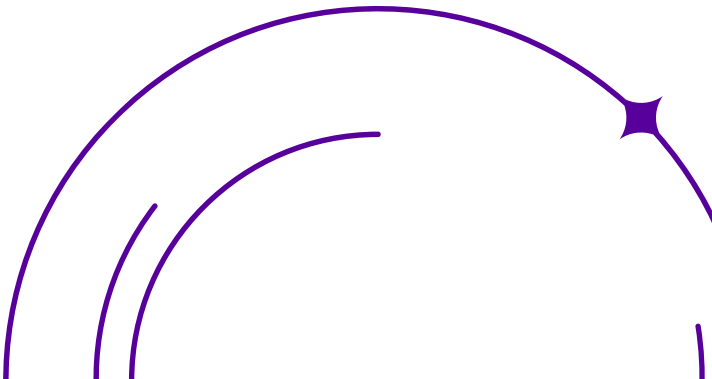
Debkanya has been feeling very lethargic towards compiling and finishing her projects even though she has everything prepared. To regain her work tempo and channel her focus she plays this game on professional mode to train her own time- management skills.

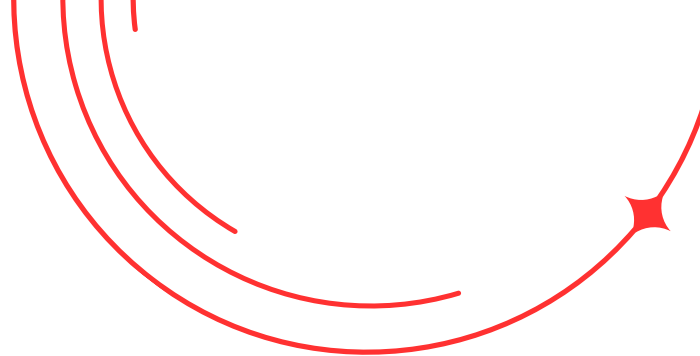
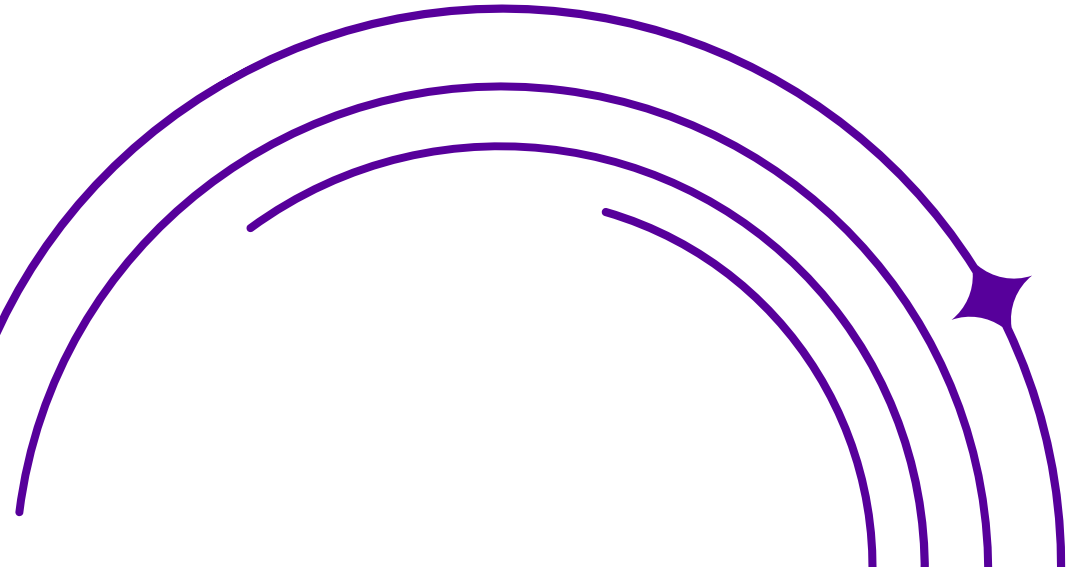
The user fights sword battles against various versions of themselves that cause a hindrance in their professional life. The versions are as following:

- Procrastinating self.
 - Overthinking self.
 - Distracted self.
- 

Tasks Mapped To Scenarios



- Introduction-The player is placed into introductory platform of Chronologic and explained about the game.
 - The player is asked to place her controllers in the outline visual graphic of the controllers to confirm the presence.
 - Grip Button Introduction
 - The player is asked to try out the grip button by picking up a rod in front of them.
 - Trigger Button Introduction
 - The player is asked to try out the Trigger button while the the menu options are highlighted.
 - The menu option opens and The functions of A and X buttons are also explained with the help of an audio guide.
 - Thumbstick Introduction
 - A dialogue box with several game options appear. The player is asked to try out the joystick button by moving it up and down through the options of Game mode menu.
 - Oculus Button to go back to home page
 - The functions of B and Y buttons are also explained with the help of an audio guide.
 - Menu Button Functionality Explanation
 - The hands with controllers transform to real hands.
 - User selects Game mode of Life menu following the audio guide and visual language.
 - User selects Professional Life.
- 

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- The environment changes to that of a classroom when an announcement asks the students to submit their work by end of the day.
 - Then her surroundings change into a darker gloomy red and blue area.
 - A dialogue box appears explaining the set-up that explains that she faces her own negative urges that stop her from progressing and finishing her work. A button appears asking to continue.
 - A figure duplicating the player's figure but with blank face appears. A button appears asking to continue.
 - A desk with 2 guns placed on top appears and an arrowhead pointing to it appears along with a standalone controller appears highlighting the Grip button. Learning to target by pressing the grip.
 - Changing gun options by using the thumbstick .
 - Practicing shooting the target.
 - After that the countdown begins then as it finishes, the game starts and the player the shoot towards your the lookalike till their lifeline dies.
 - If the player finishes the lifeline in the next 6 minutes they win and can go back to Home Page.
 - If the player fails to finish their lifeline in the next 6 minutes, they can retry or go back to Home Page.
- 



Part 2: UX and UI



Device : Oculus Quest 1

The Oculus Quest 1 is a virtual reality headset developed by Oculus, a subsidiary of Meta Platforms (formerly Facebook).

Room Requirements:

Clear a play area free of obstacles and potential hazards. Make sure the area is well-lit.

Charging:

Charge the headset fully before use. Use the included charging cable and power adapter.

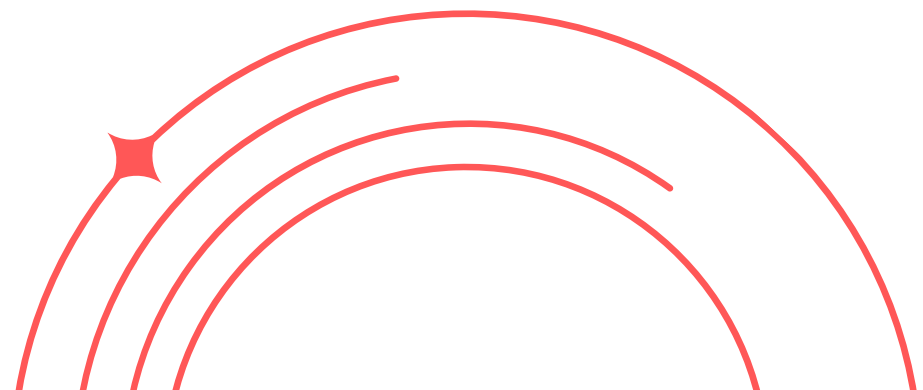
Controllers:

Pair the controllers with the headset during the initial setup.

Keep the controllers in good condition, and replace batteries as needed.

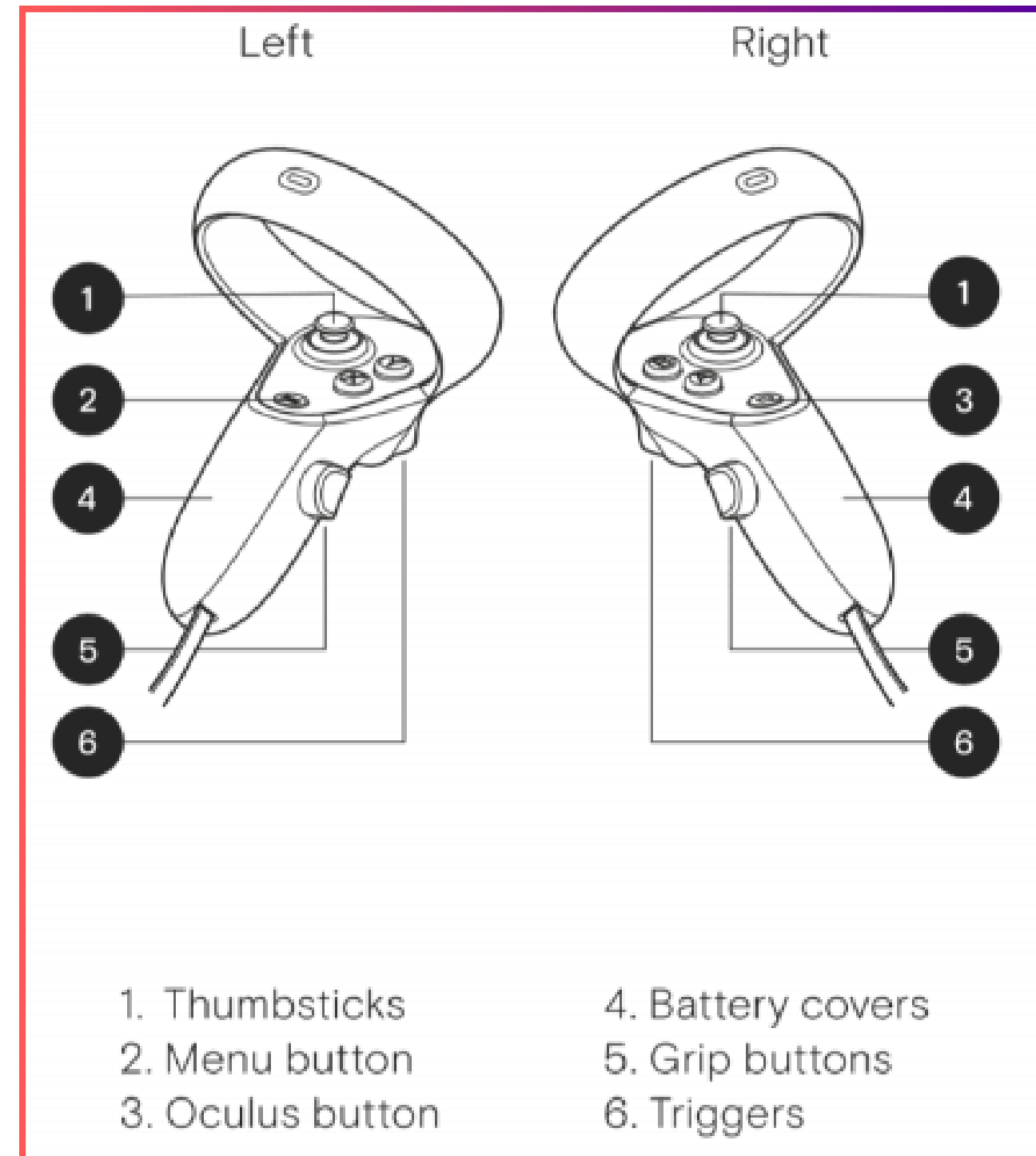
Headset Adjustment:

Adjust the straps to ensure a secure and comfortable fit. Adjust the lens spacing for optimal visual experience.

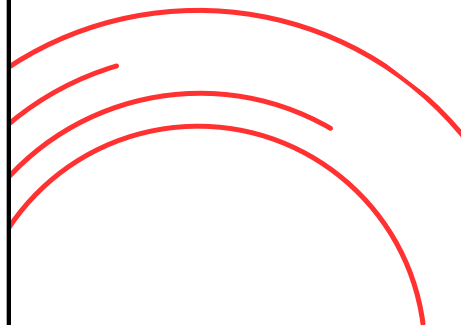
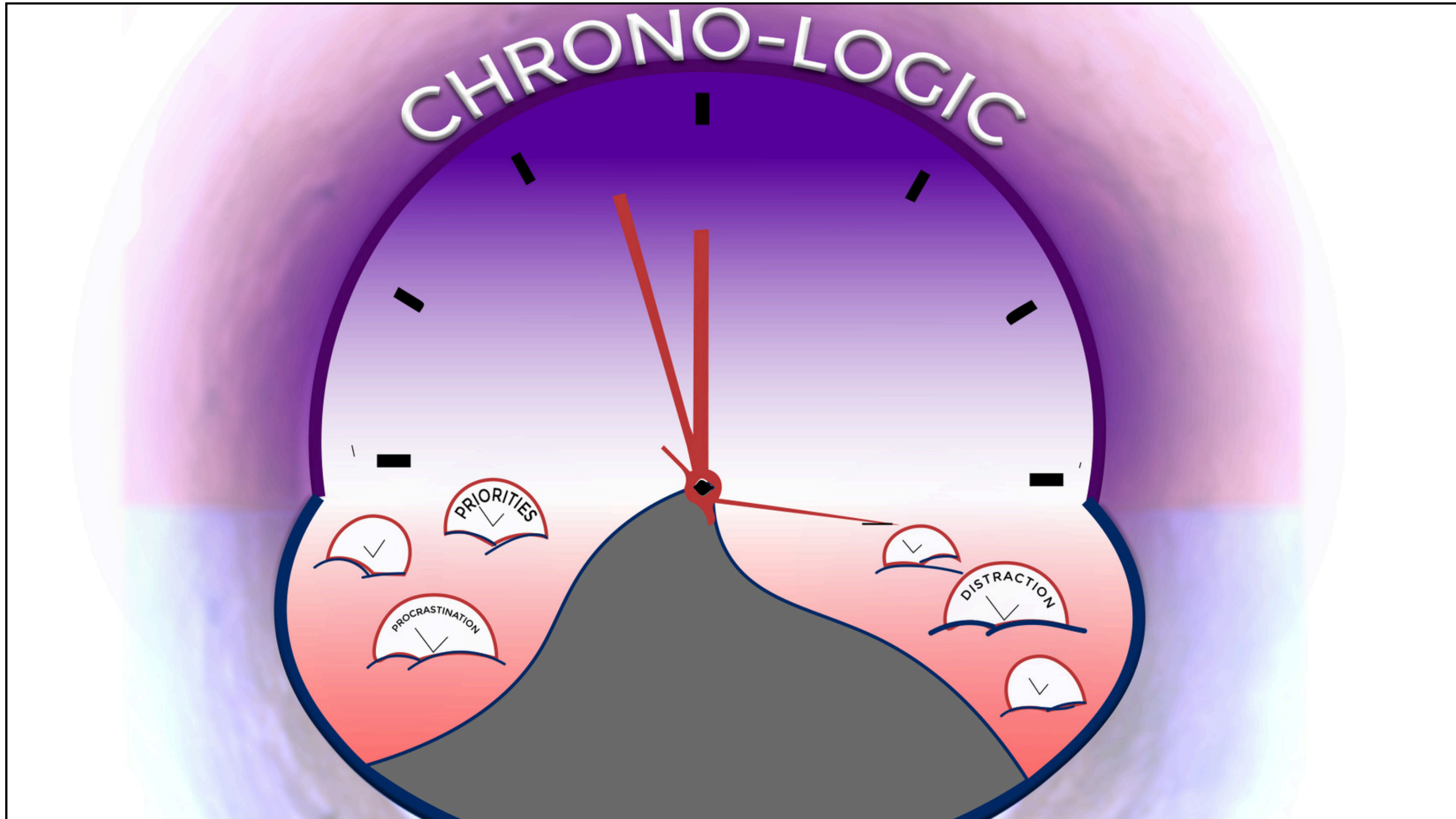


Technology Dependencies and Device Guidelines

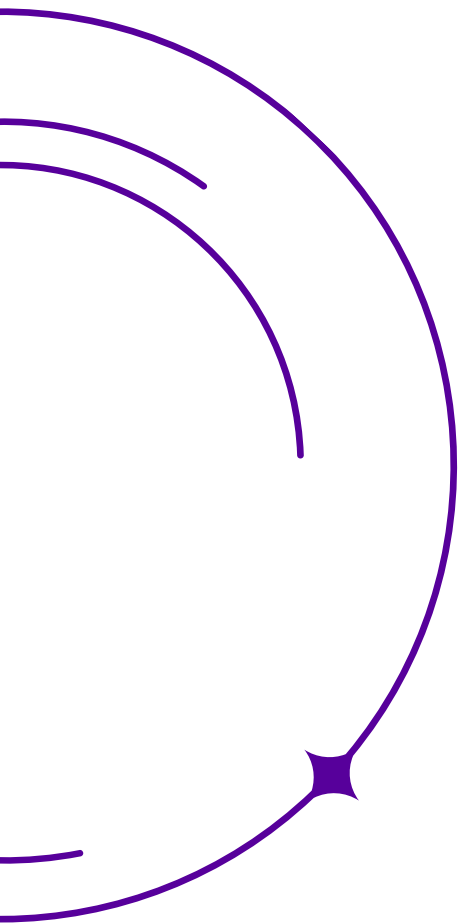
- **Power Button:** Located on the right side of the headset, this button turns the device on or off.
- **Volume Buttons:** These buttons are located on the right side of the headset, above the power button. They allow you to adjust the volume of the audio in the headset.
- **Oculus Button:** Located in the center of the right controller, this button takes you to the Oculus Home menu when pressed.
- **Back Button:** Located in the center of the left controller, this button is used to navigate backward in menus or applications.
- **Trigger Buttons:** These are the larger buttons located on the underside of each controller. They serve as the primary input, allowing you to interact with objects or perform actions in virtual reality by pulling the triggers.
- **Grip Buttons:** Located on the sides of the controllers, these buttons are often used to pick up or hold objects in VR experiences.
- **Thumbsticks:** These are small joysticks located on the top of each controller. They are used for smooth movement or navigation in some VR experiences.
- **Menu Buttons:** These are buttons located above the thumbsticks on each controller. They are often used to open in-game menus or access additional options.
- **Tracking Buttons:** On the side of each controller, there are buttons used for tracking. These buttons help you establish the boundary of your play area and are used during the setup process.



Concept Art

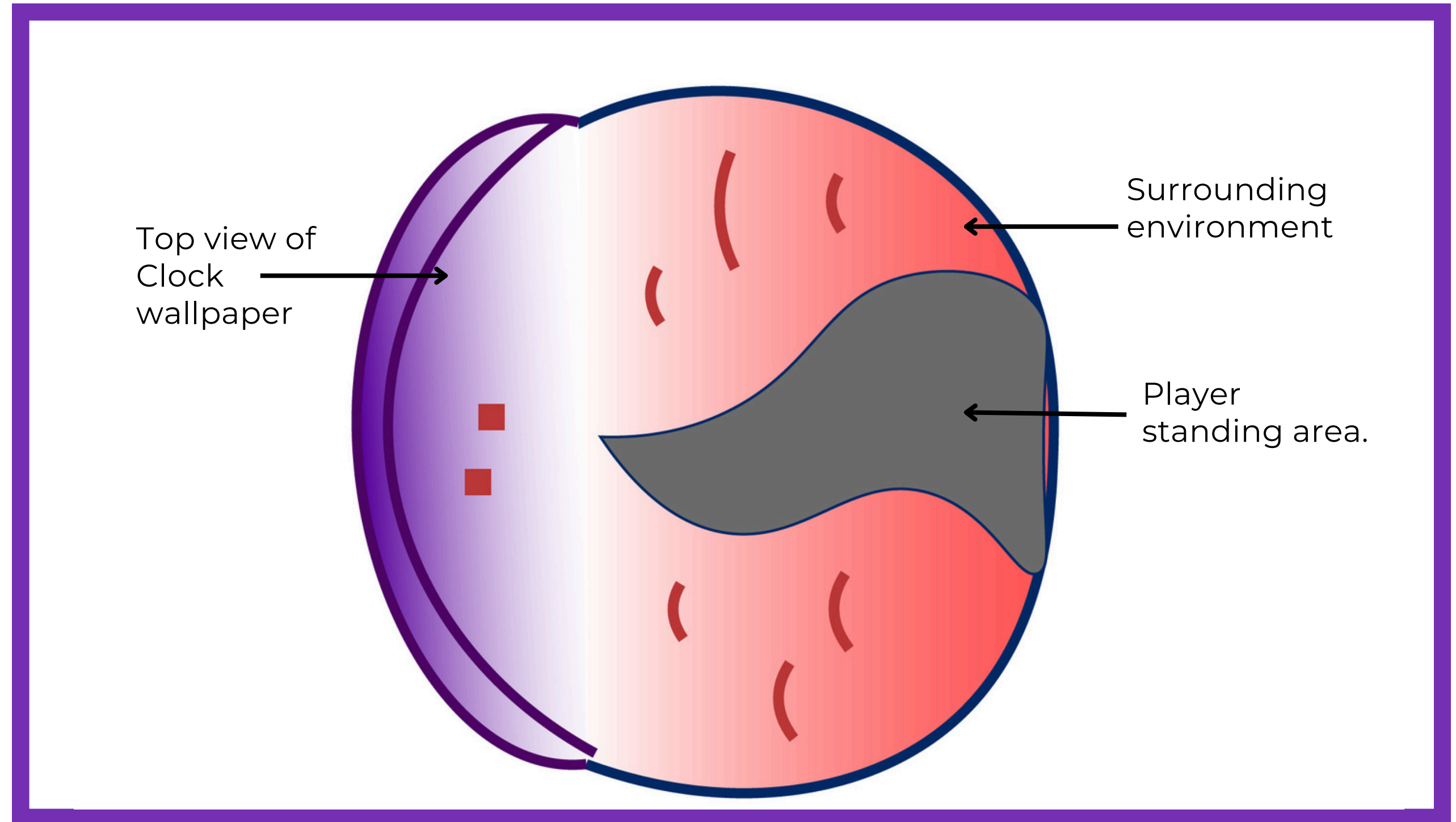


Floor Plan



The floorplan of the first platform/environment follows the visual of our Concept Art.

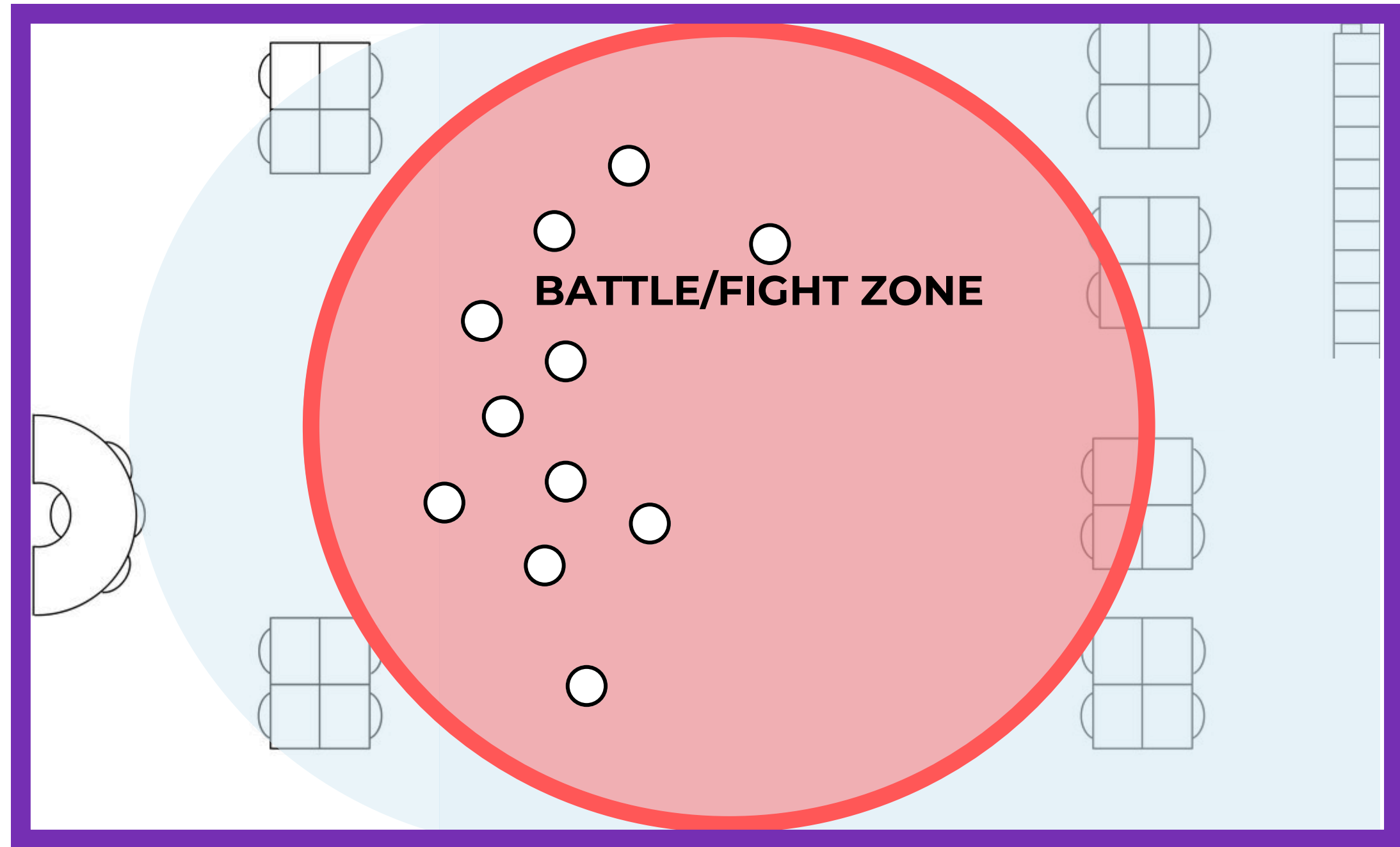
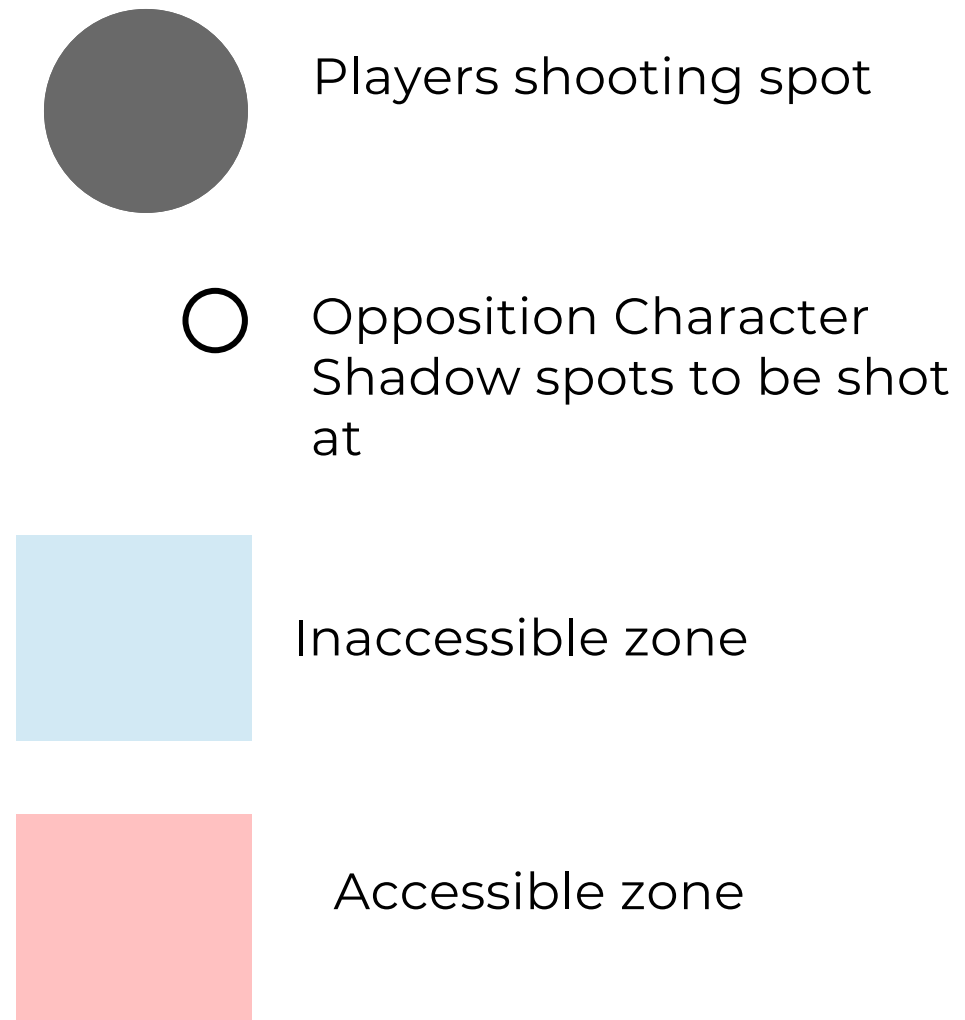
Scenario
Welcome Platform



Floor Plan

Scenario 1

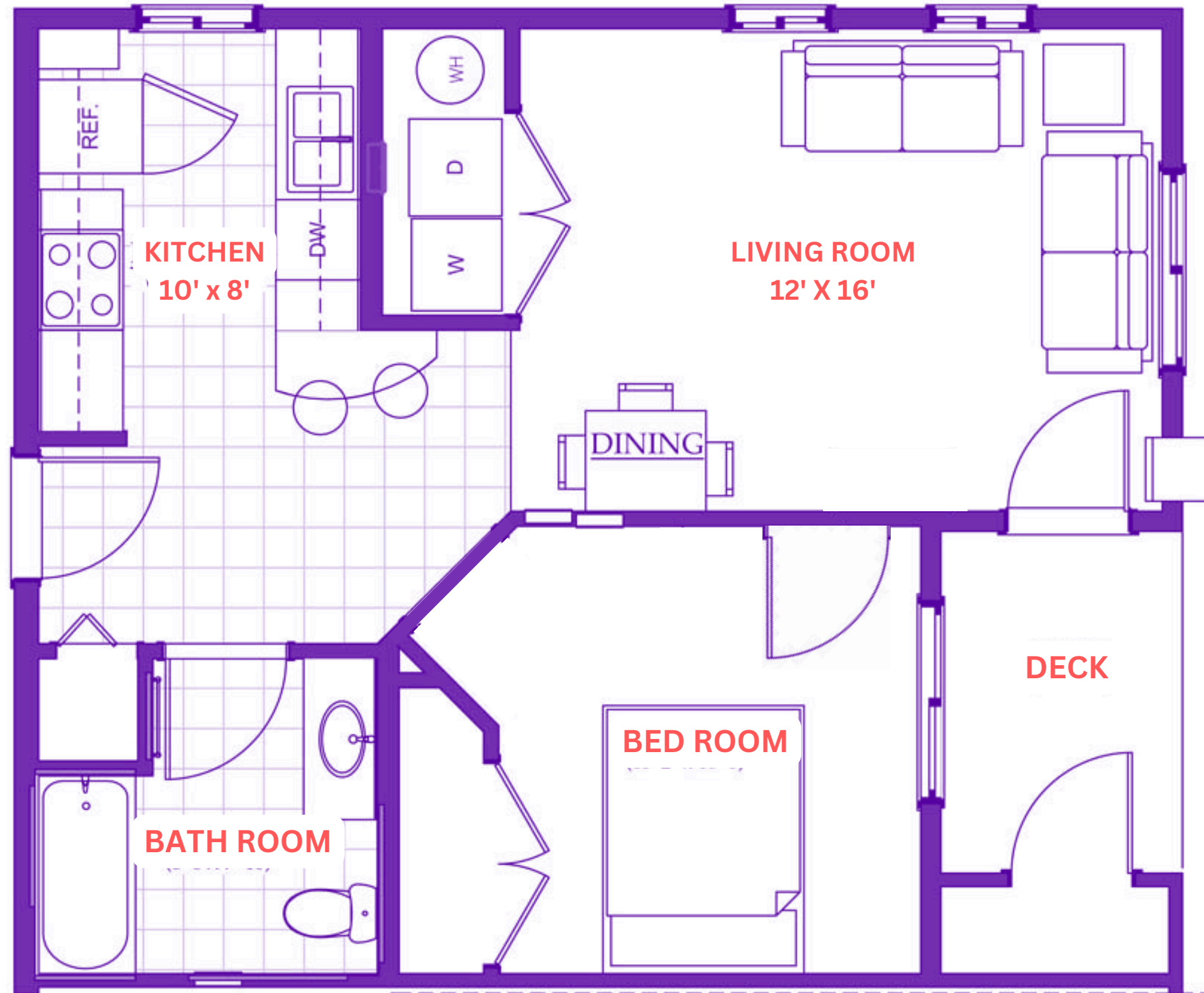
Professional Life Time Block (Student POV)



Floor Plan

Scenario 2

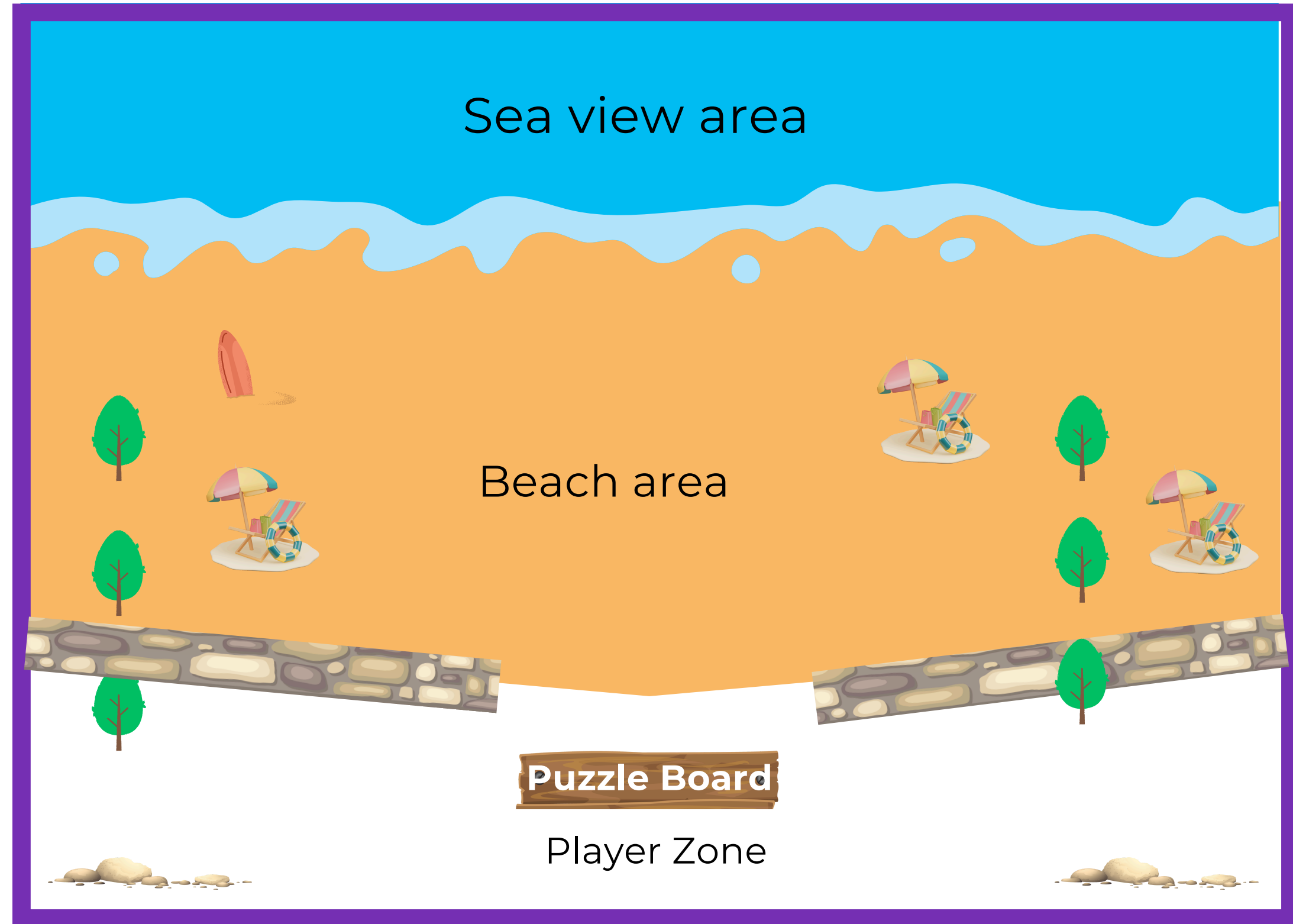
Personal Life Time Block



Floor Plan

Scenario 3

Social Life Time Block



STORYBOARD SCENARIO

Debkanya has been feeling very lethargic towards compiling and finishing her projects even though she has everything prepared. To regain her work tempo and channel her focus she plays this game on professional mode to train her own time- management skills.

Storyboard


Task Name:

Introduction

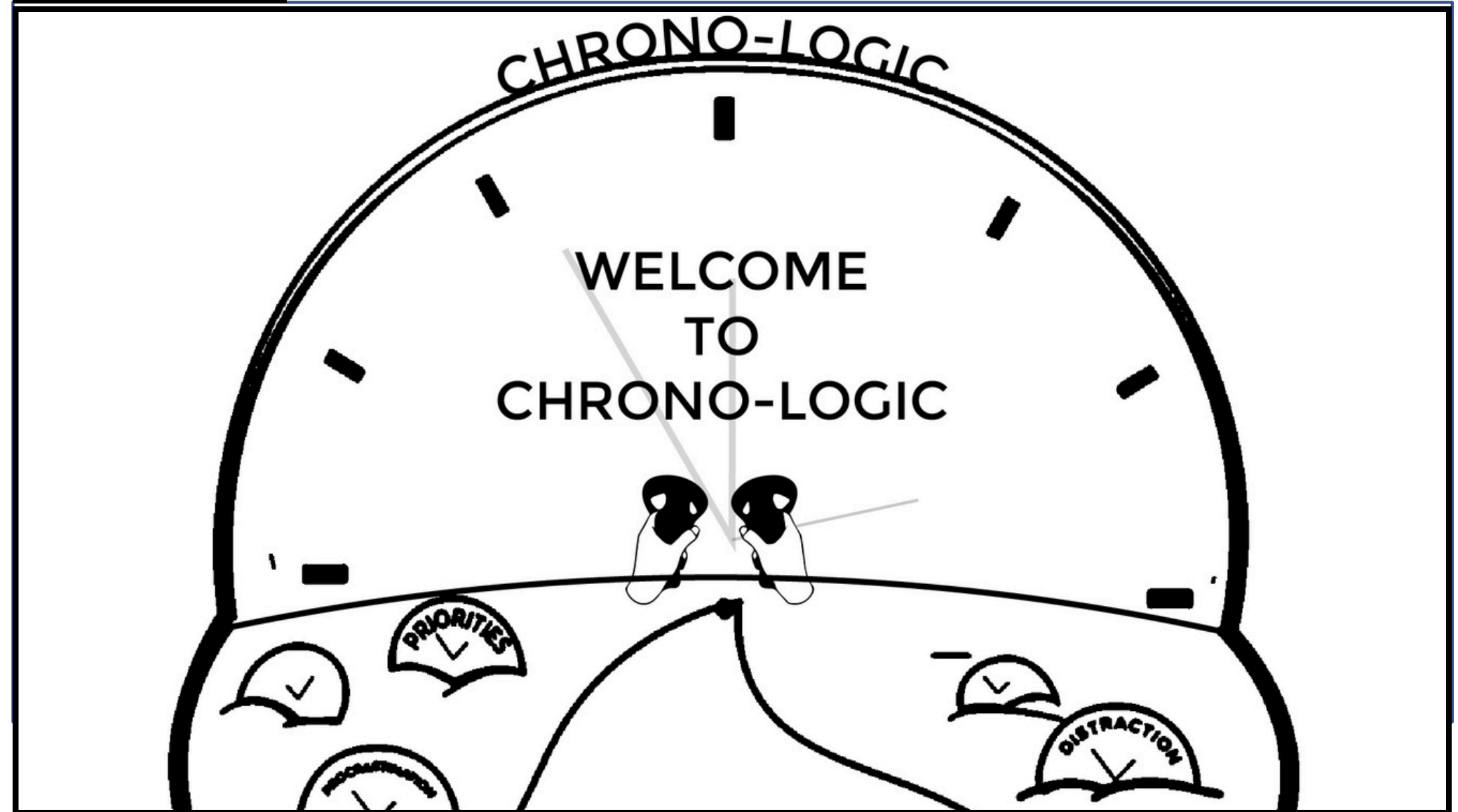
Frame 1

The player is placed into introductory platform of Chronologic and explained about the game.

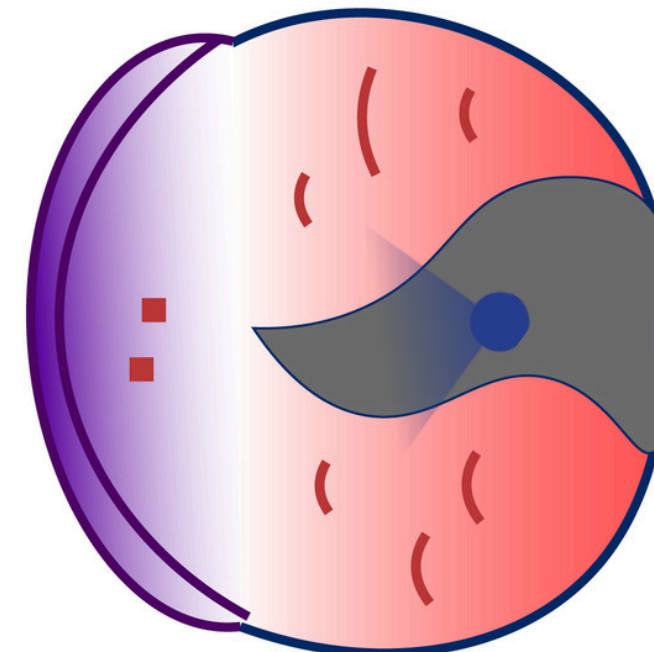
Voice Interaction:

 Welcome to Chrono-Logic where your tempo decide your time..

Panel No:1



User Position



Task Name: Controller placement

Frame 2

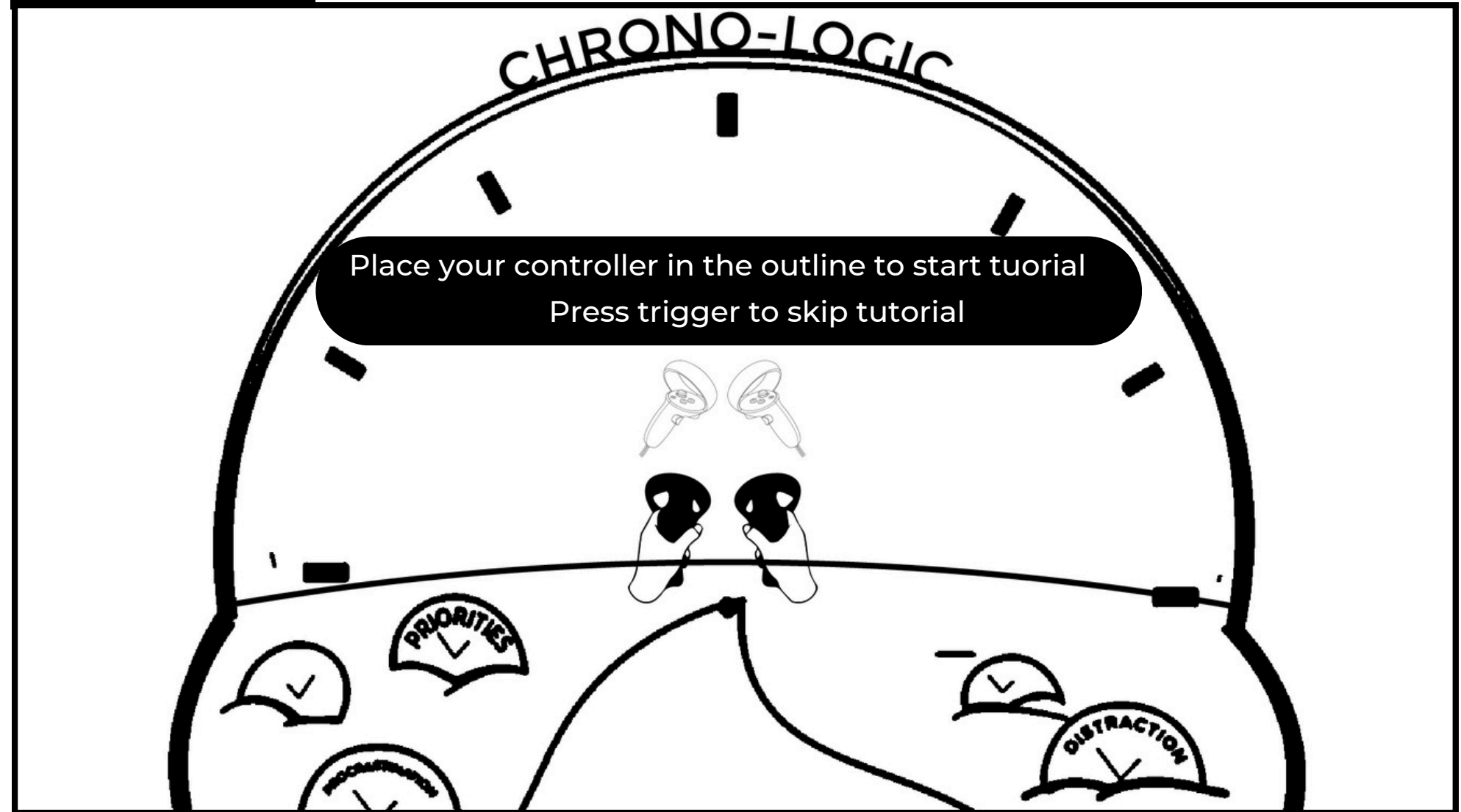
The player is asked to place her controllers in the outline visual graphic of the controllers to start the tutorial or press trigger to skip tutorial. The player places the controller in the outline for the tutorial.

Voice Interaction:

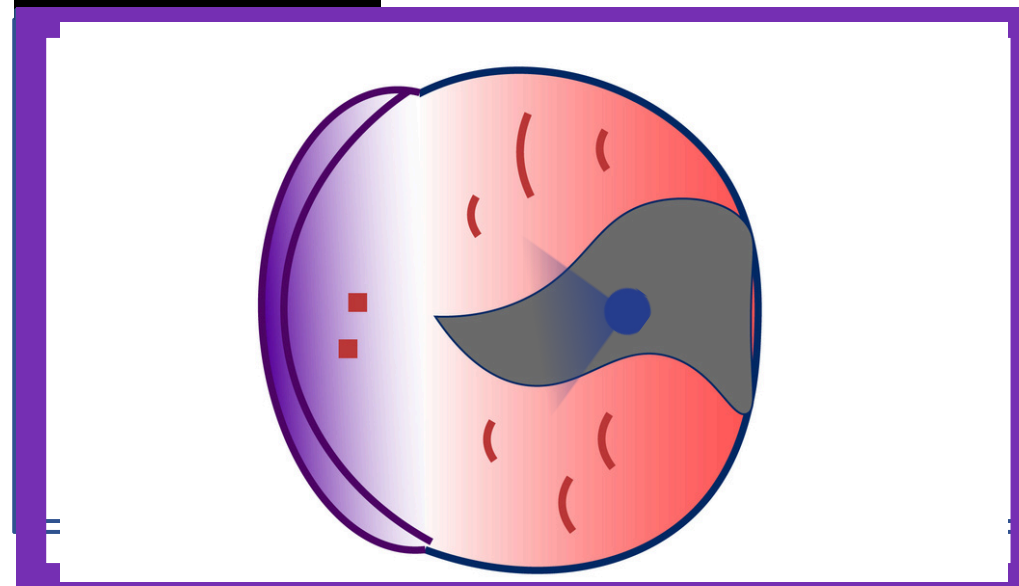


Place your hands in the position of the displayed controller to get started.

Panel No:1

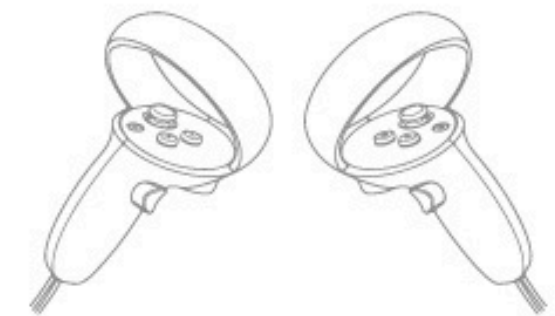


User Position



Interaction

Movement/Placement



Task Name:

Grip Button Introduction

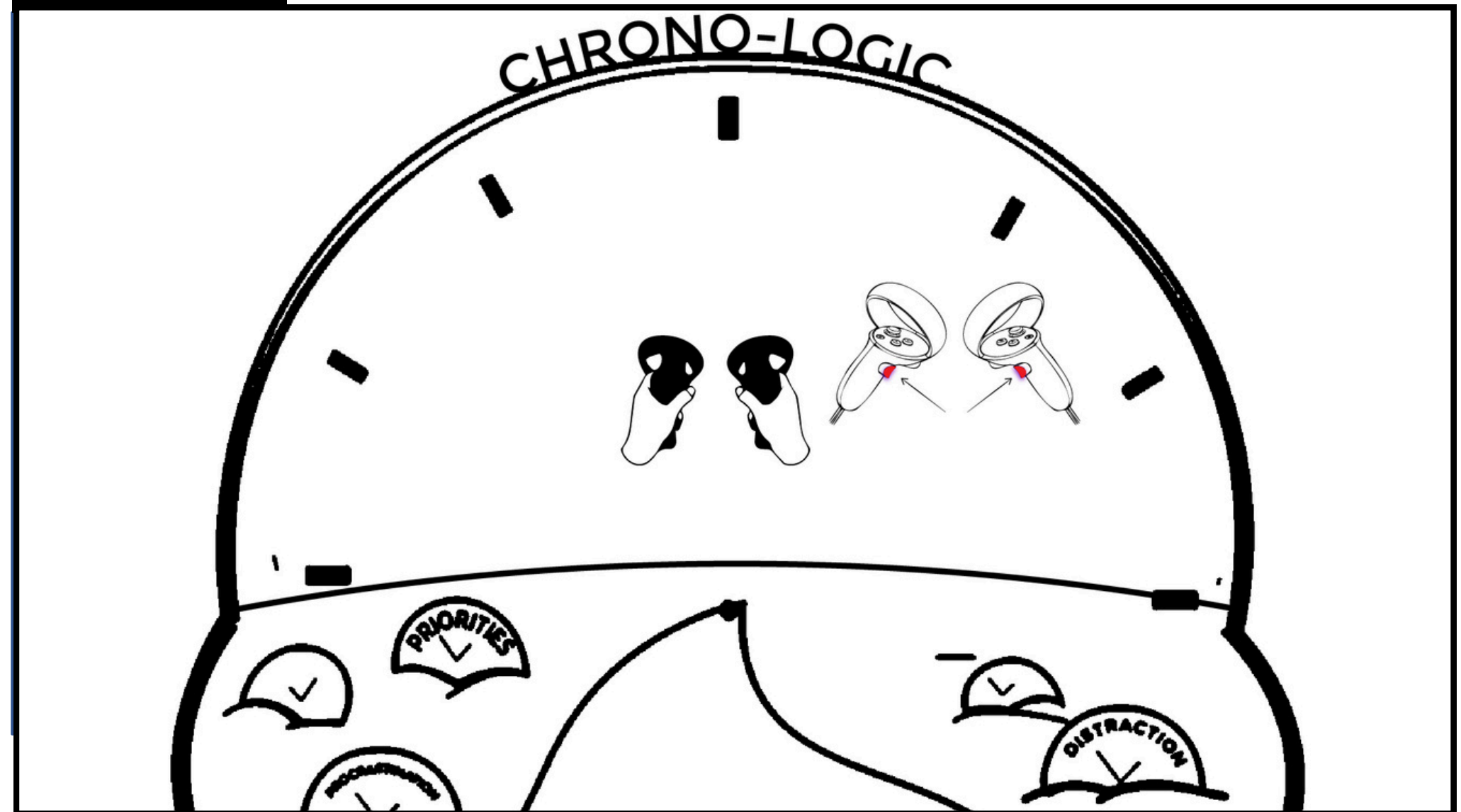
Frame 3

The player is asked to press the grip button through an audio guide and glowing signage. It is also informed of its functionality.

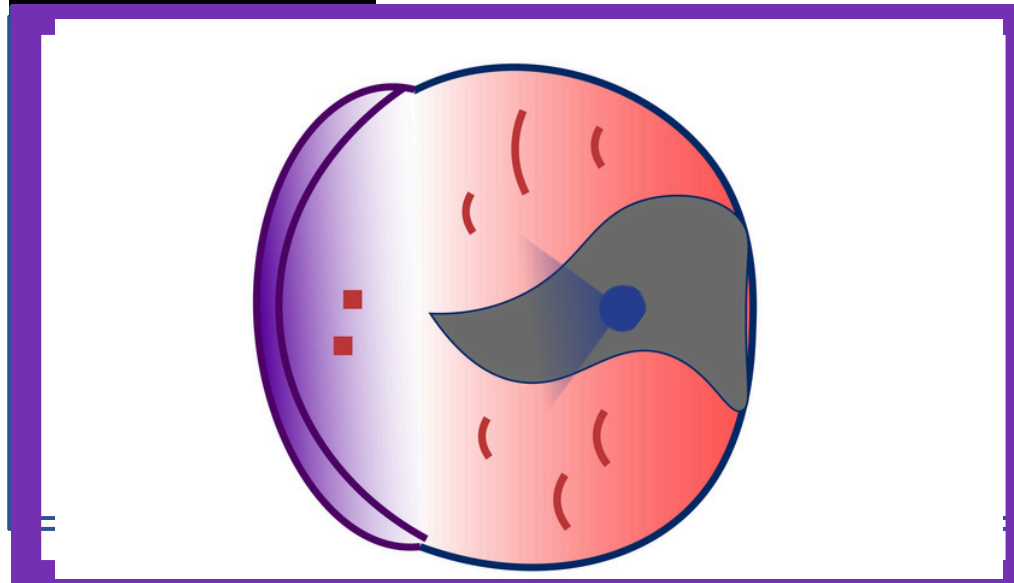
Voice Interaction:

Great! Now let's get introduced to the buttons. Press the buttons on the side of the controller to hold or grasp or pick up objects in your new environment. This is called the grip button.

Panel No:1



User Position



Interaction

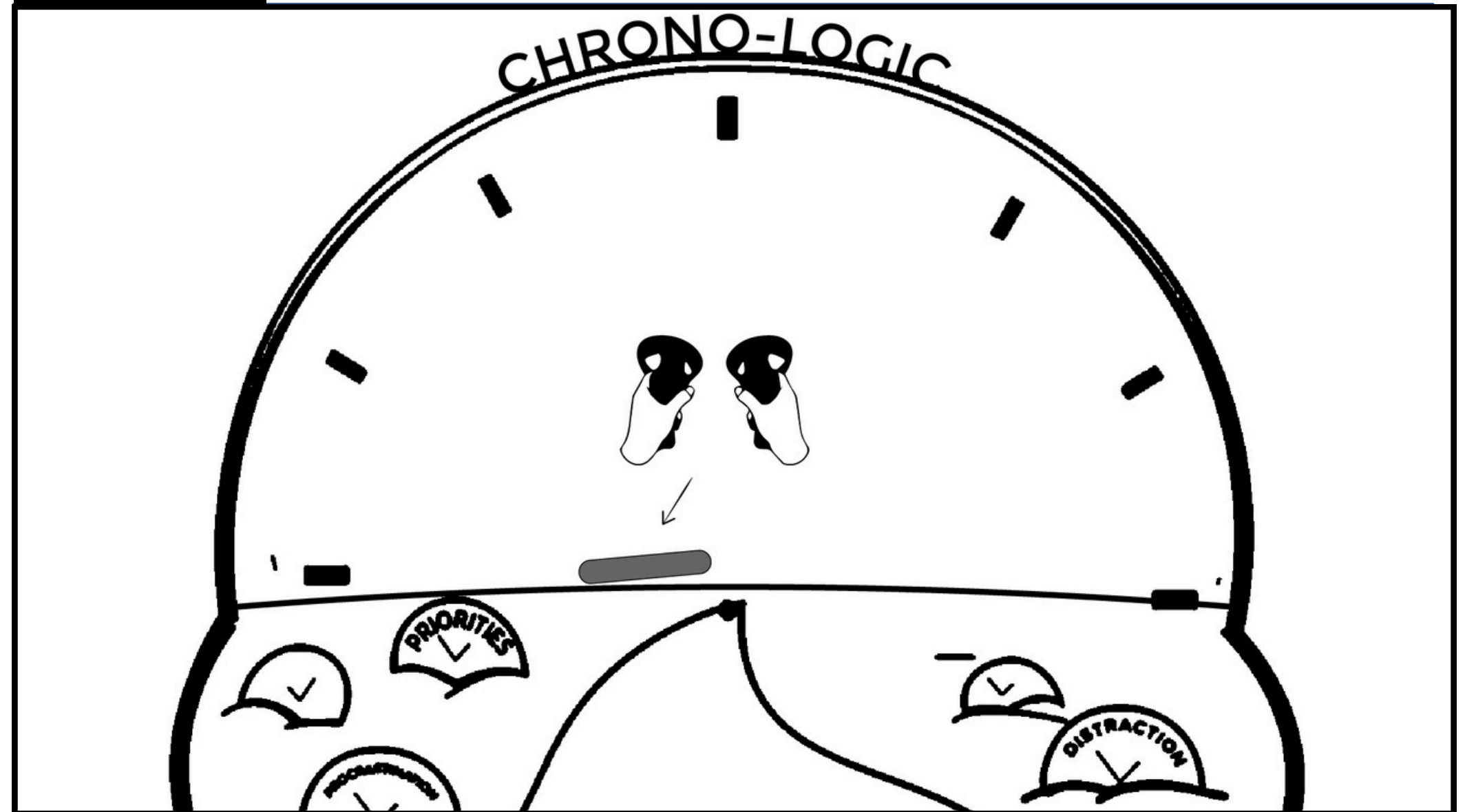


Task Name:

Grip Button Application

Frame 4

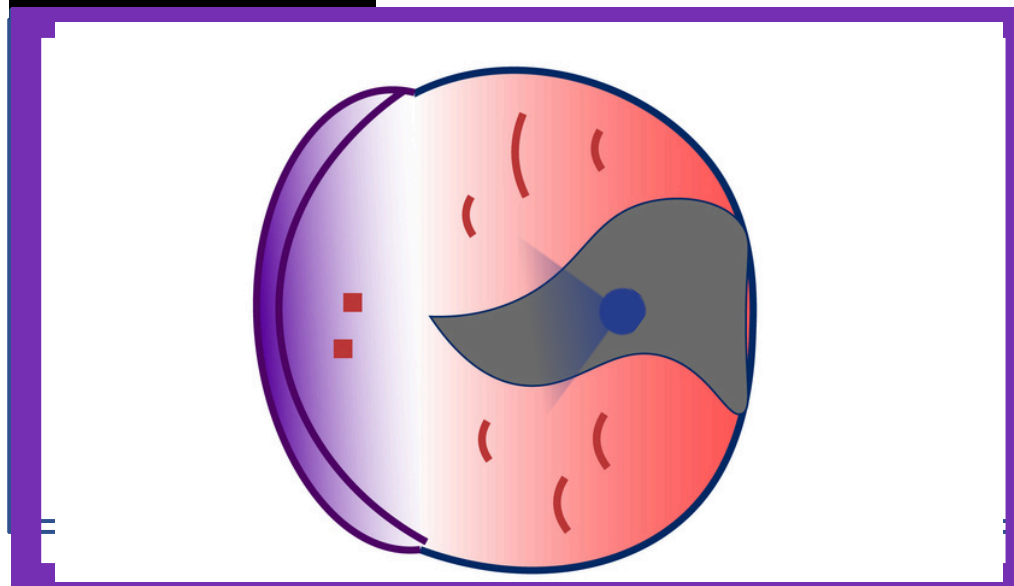
The player is asked to try out the grip button by picking up a rod in front of them.



Voice Interaction:

🔊 Let's see you try it by picking up the rod in front of you. Place your controller on the rod and press the grip button.

User Position



Interaction



Task Name:

Trigger Button Introduction

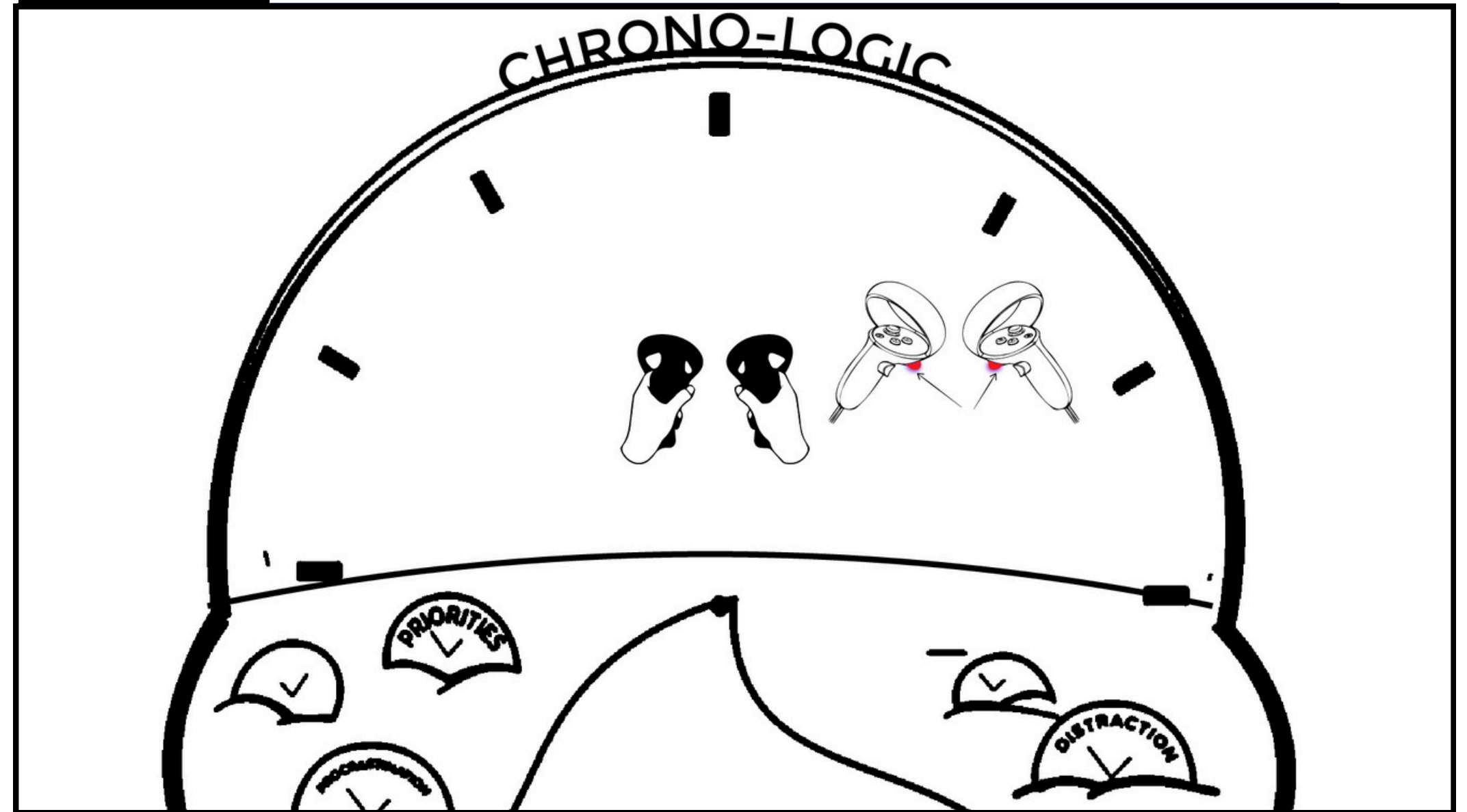
Frame 5

The player is asked to press the trigger button while being informed of its functionality through an audio guide and glowing signage.

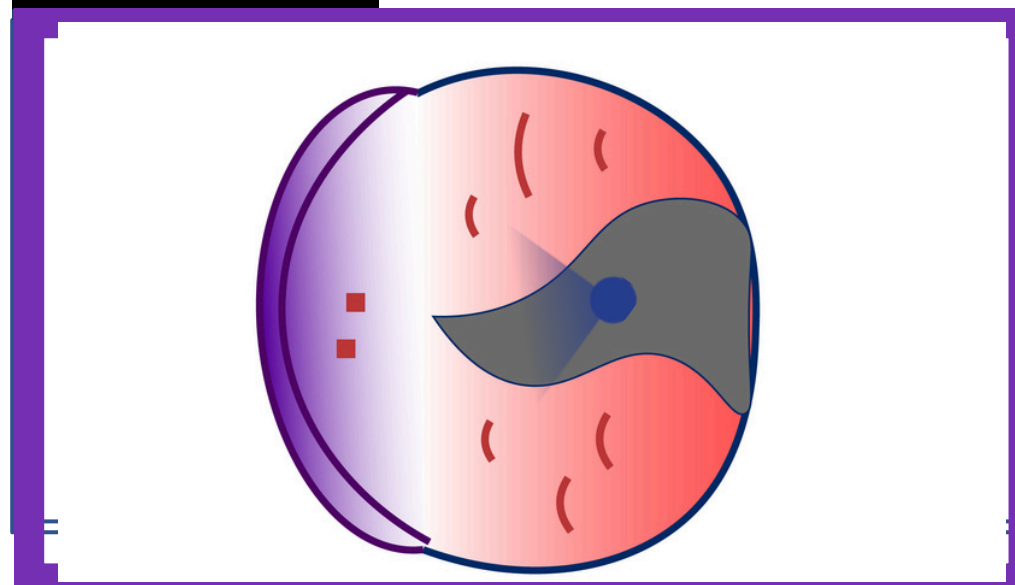
Voice Interaction:

🔊 Good job! Now press the highlighted button on the controller which is placed in front of the controller to select things. This is the trigger. It can help you to select or target things.

Panel No:1



User Position



Interaction



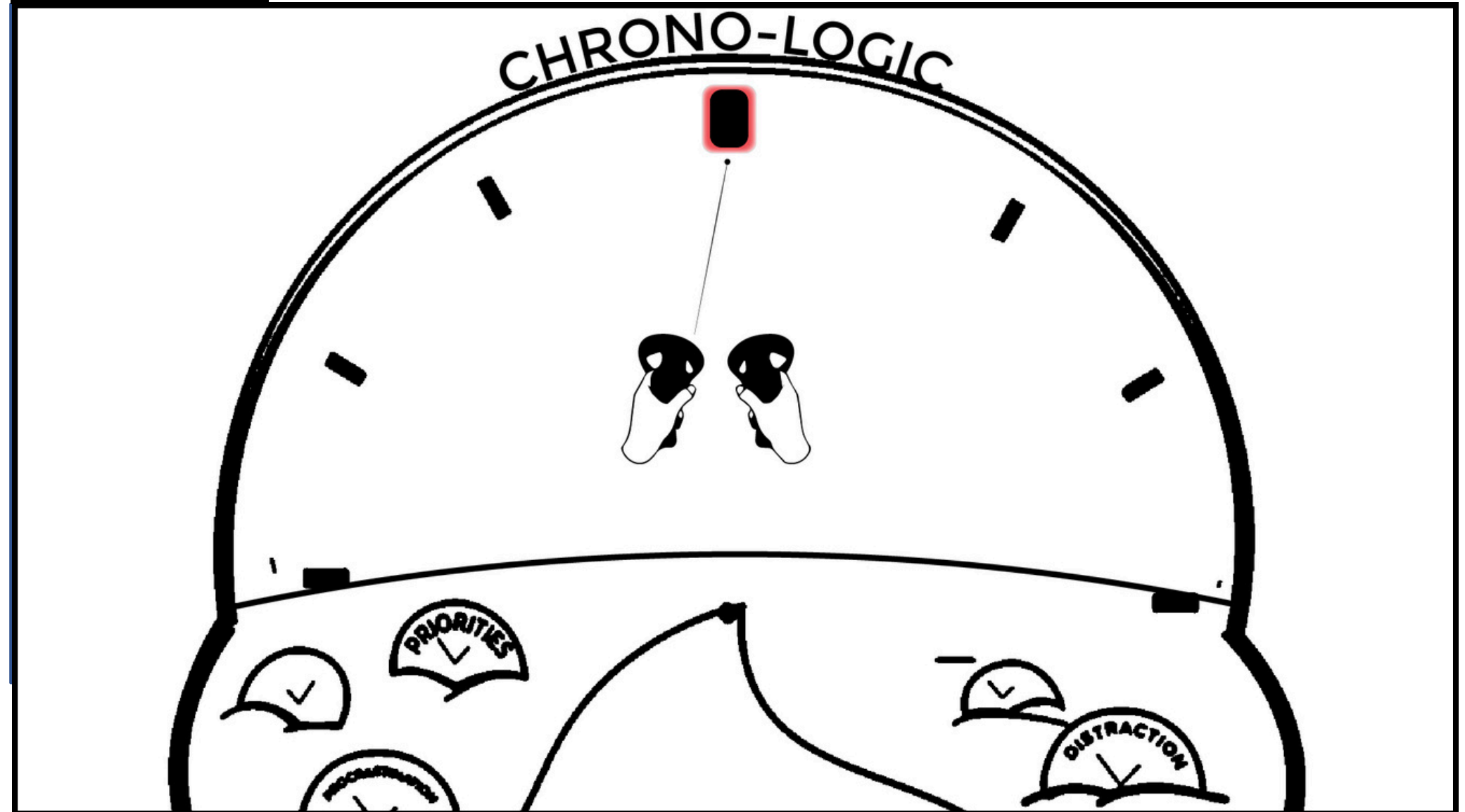
Task Name:

Trigger Button Application

Frame 6

The player is asked to try out the Trigger button while the menu options are highlighted.

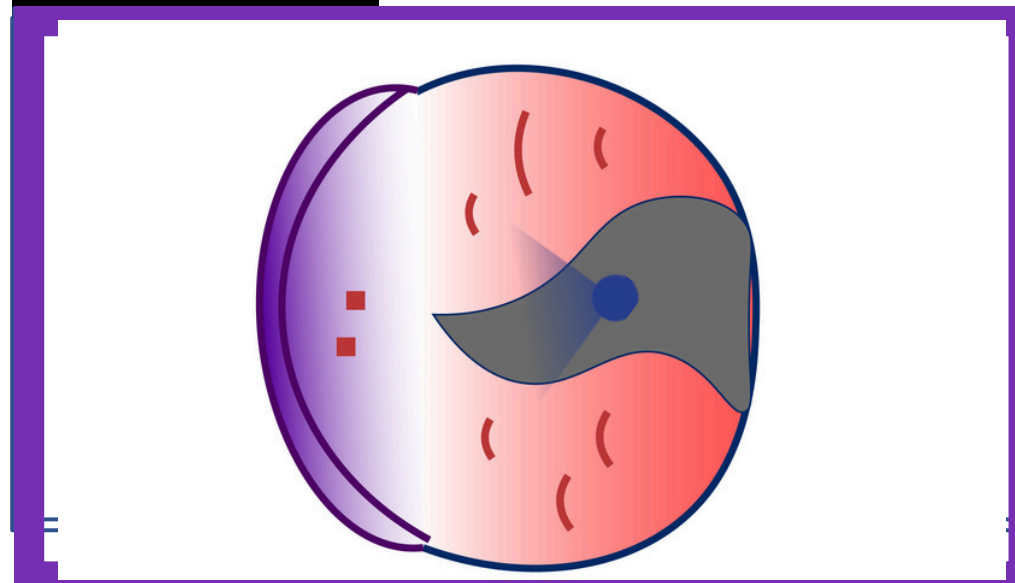
Panel No:1



Voice Interaction:

🔊 Let's see if you can work it by pressing the Game modes menu option on the top of the screen.

User Position



Interaction



Task Name:

Trigger Button Application B & Y Button Functionality

Frame 7

The menu option opens.

The functions of A and X buttons are also explained with the help of an audio guide.

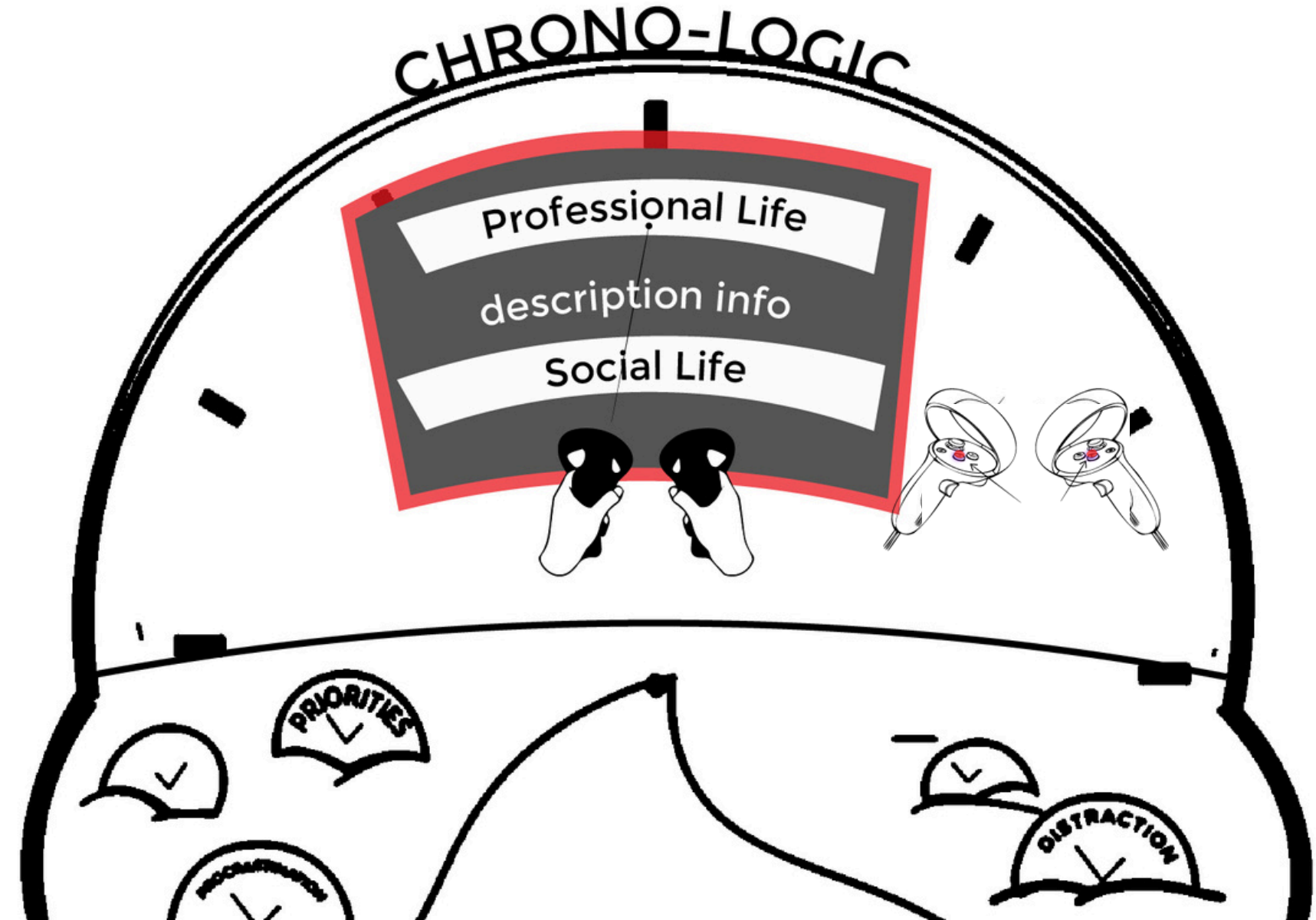
Voice Interaction:

Amazing!

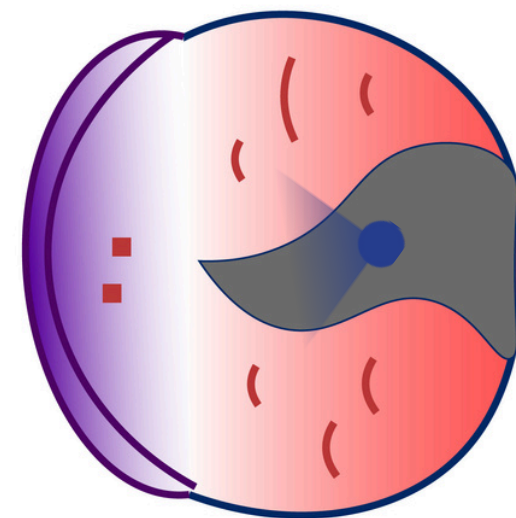
The buttons 'A' and 'X' can also help you select things.



Panel No:1



User Position



Task Name:

Thumbstick Introduction

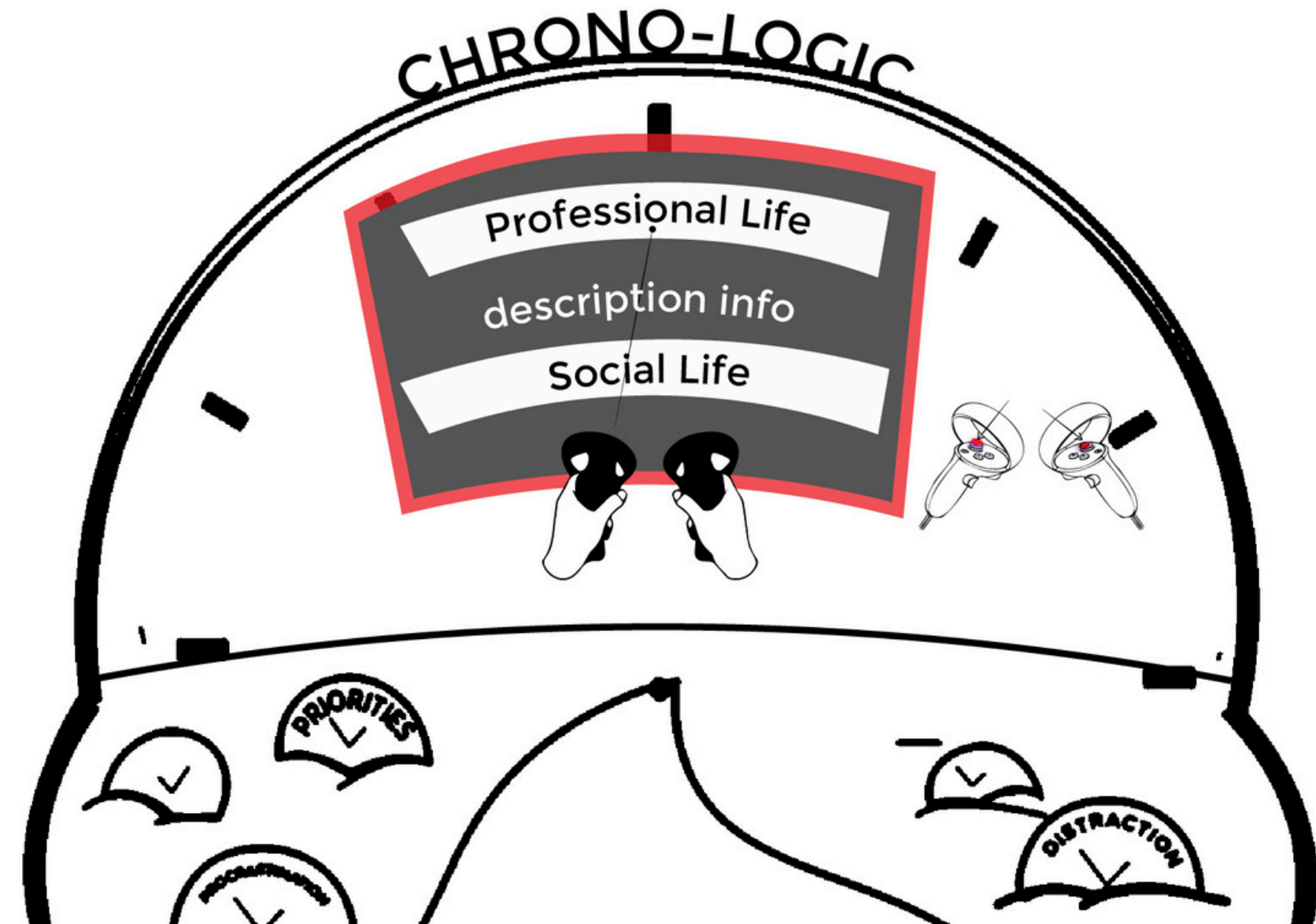
Frame 8

As The player clicks on the trigger, the menu opens. Then they are asked to rotate the thumbstick while being informed of its functionality through an audio guide and glowing signage.

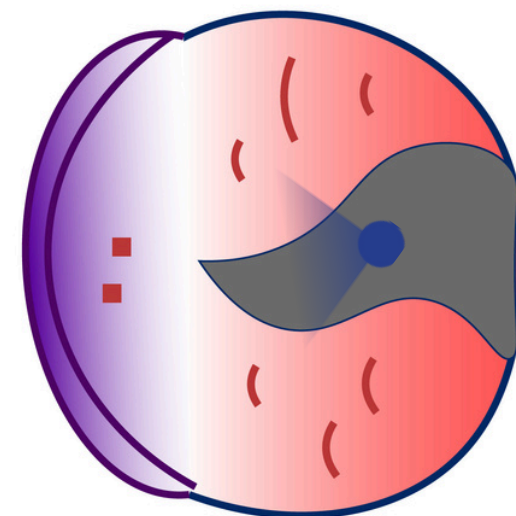
Voice Interaction:

🔊 Good job! Now press the highlighted button on the controller. This is the thumbstick. It can help you to navigate or scroll.

Panel No:1



User Position



Interaction



Thumbstick

Task Name:

Thumbstick Application

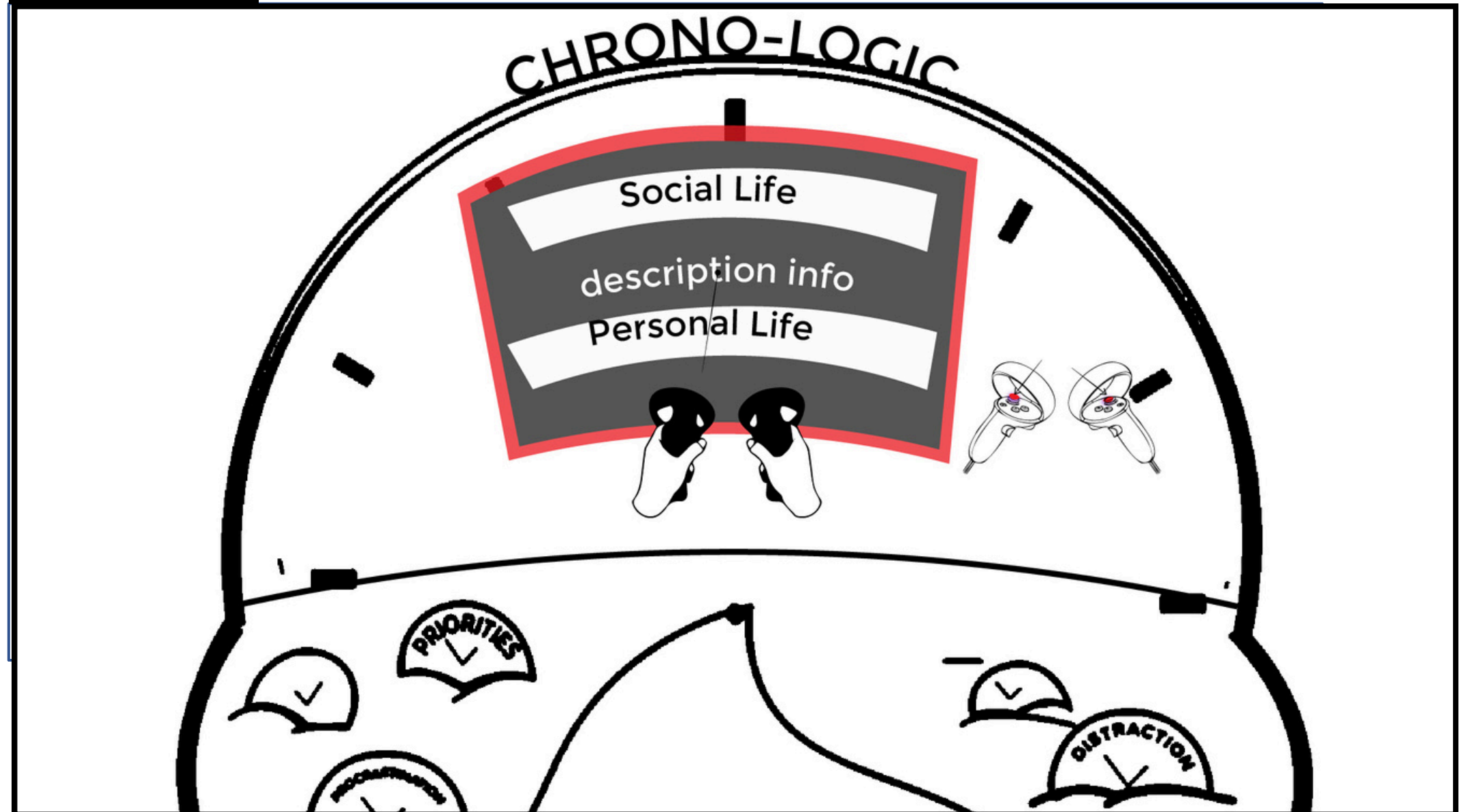
Frame 9

A dialogue box with several game options appear. The player is asked to try out the joystick button by moving it up and down through the options of Game mode menu.

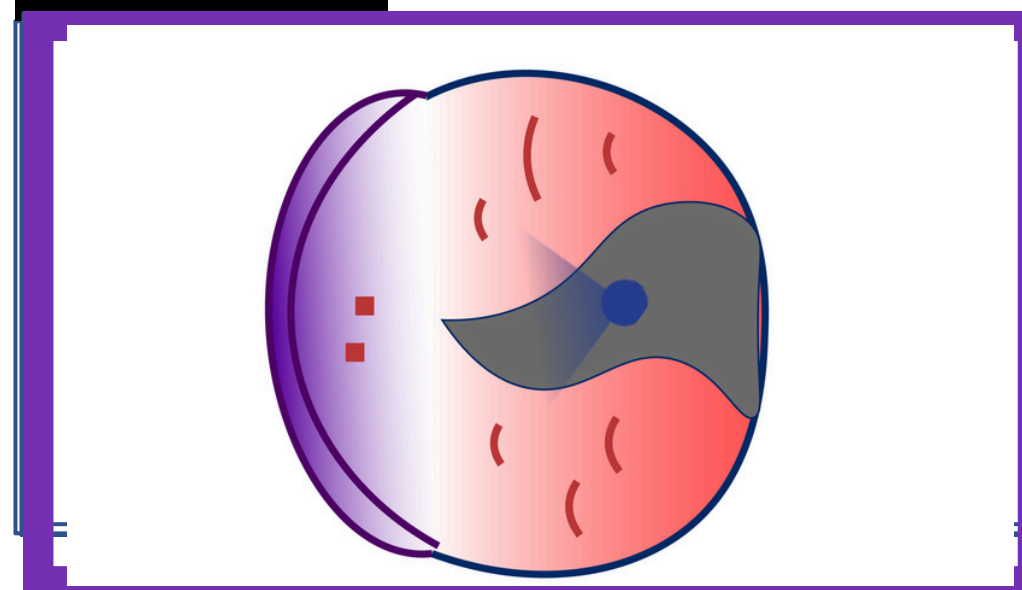
Voice Interaction:

🔊 Let's see you try the joystick by scrolling up and down the displayed list.

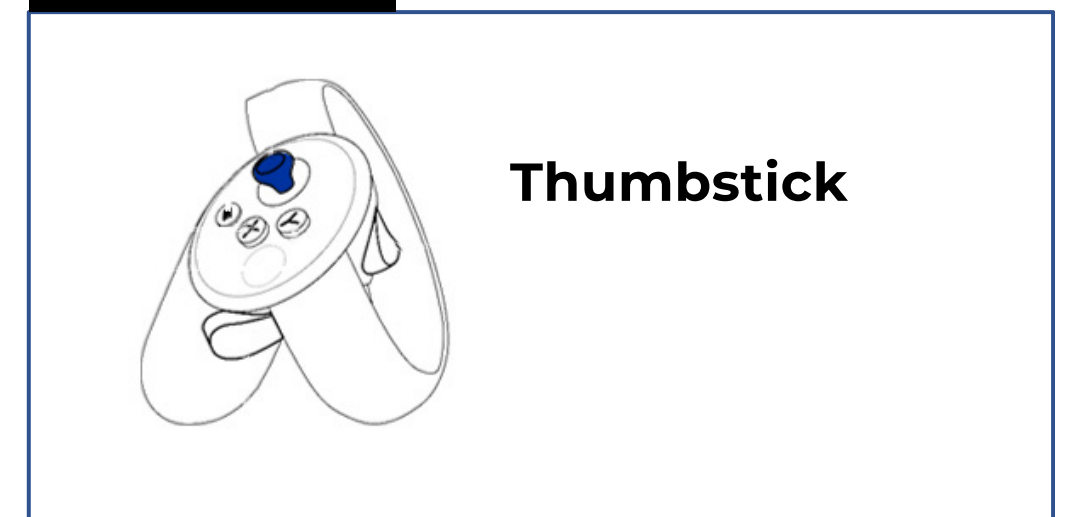
Panel No:1



User Position



Interaction



Task Name: Oculus Button

Frame 10

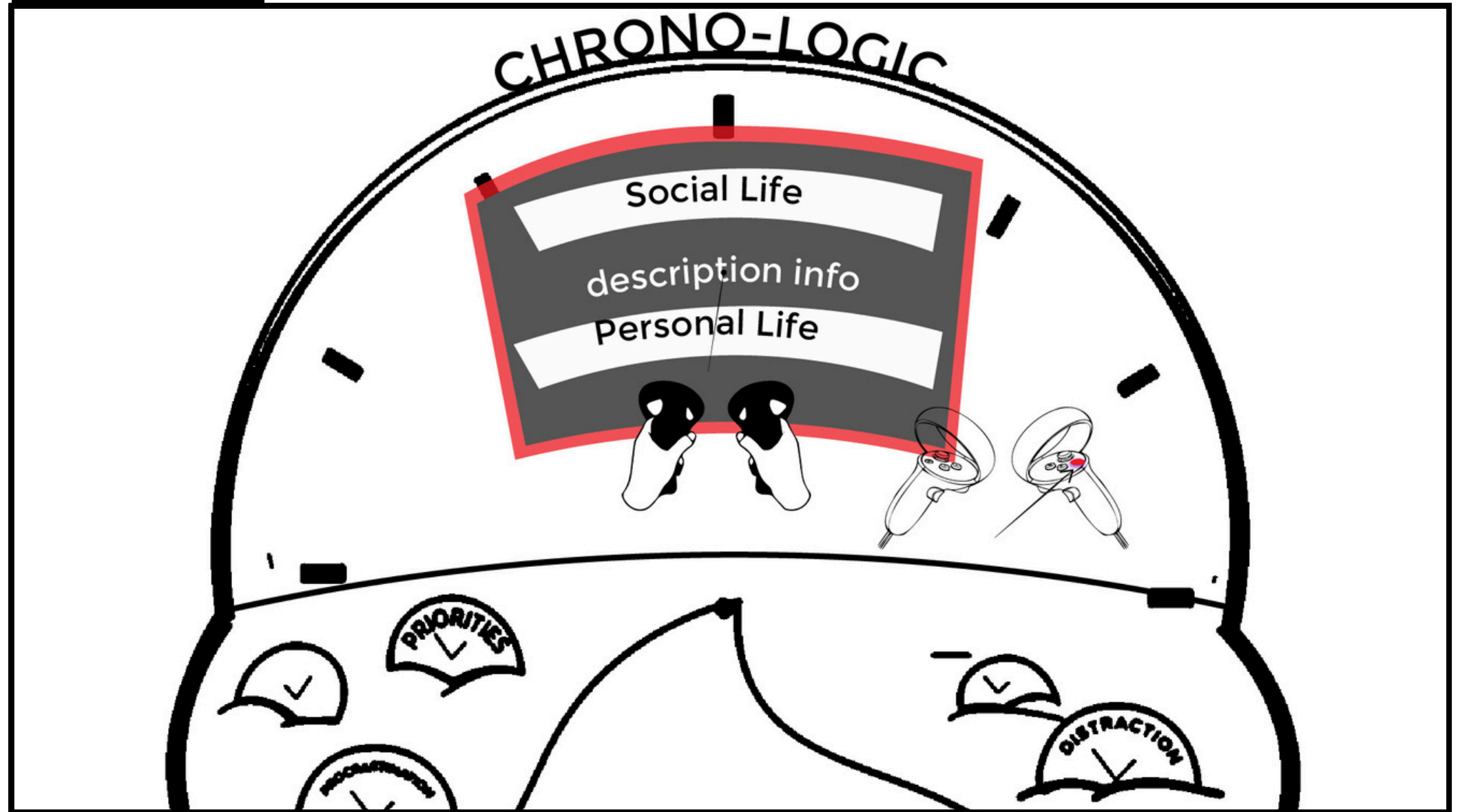
Once the thumbstick is tried, they are asked to press the Oculus button and is informed of its function with the help of an audio guide and glowing signage.

Voice Interaction:

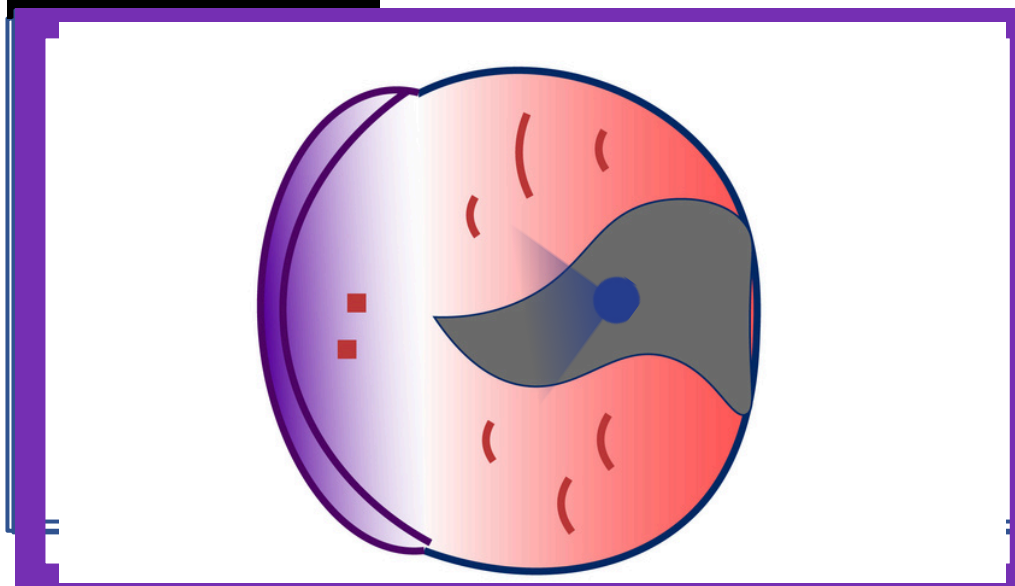


Nice work Debkanya!
Now press this highlighted button to access the Oculus button. This takes you back to the Home Page.

Panel No:1



User Position



Interaction



Oculus Button

Task Name:

B & Y Button Functionality

Frame 11

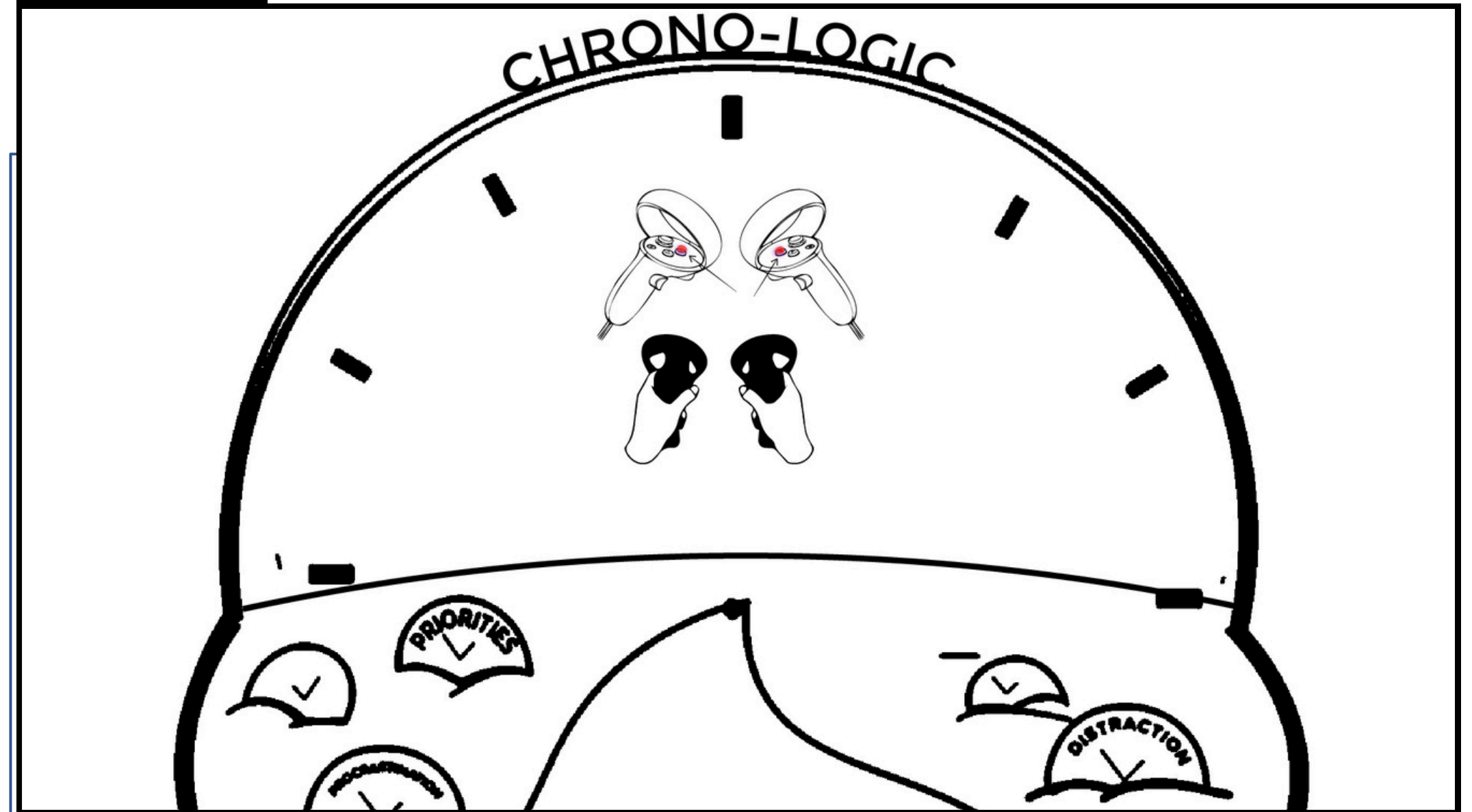
The functions of B and Y buttons are also explained with the help of an audio guide.

Voice Interaction:

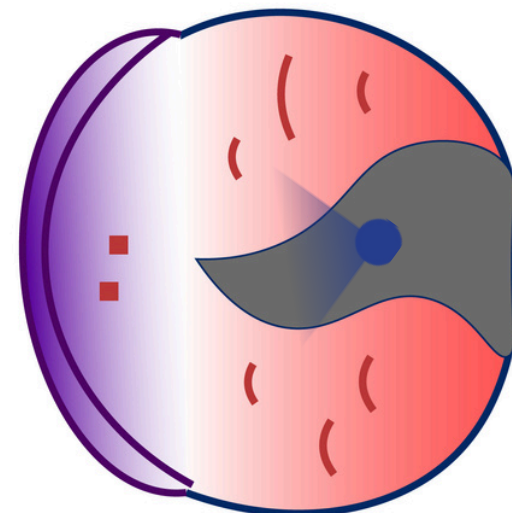


The highlighted buttons 'B' and 'Y' can also help you return to the previous page.

Panel No:1



User Position



Task Name:

Menu Button Functionality

Frame 12

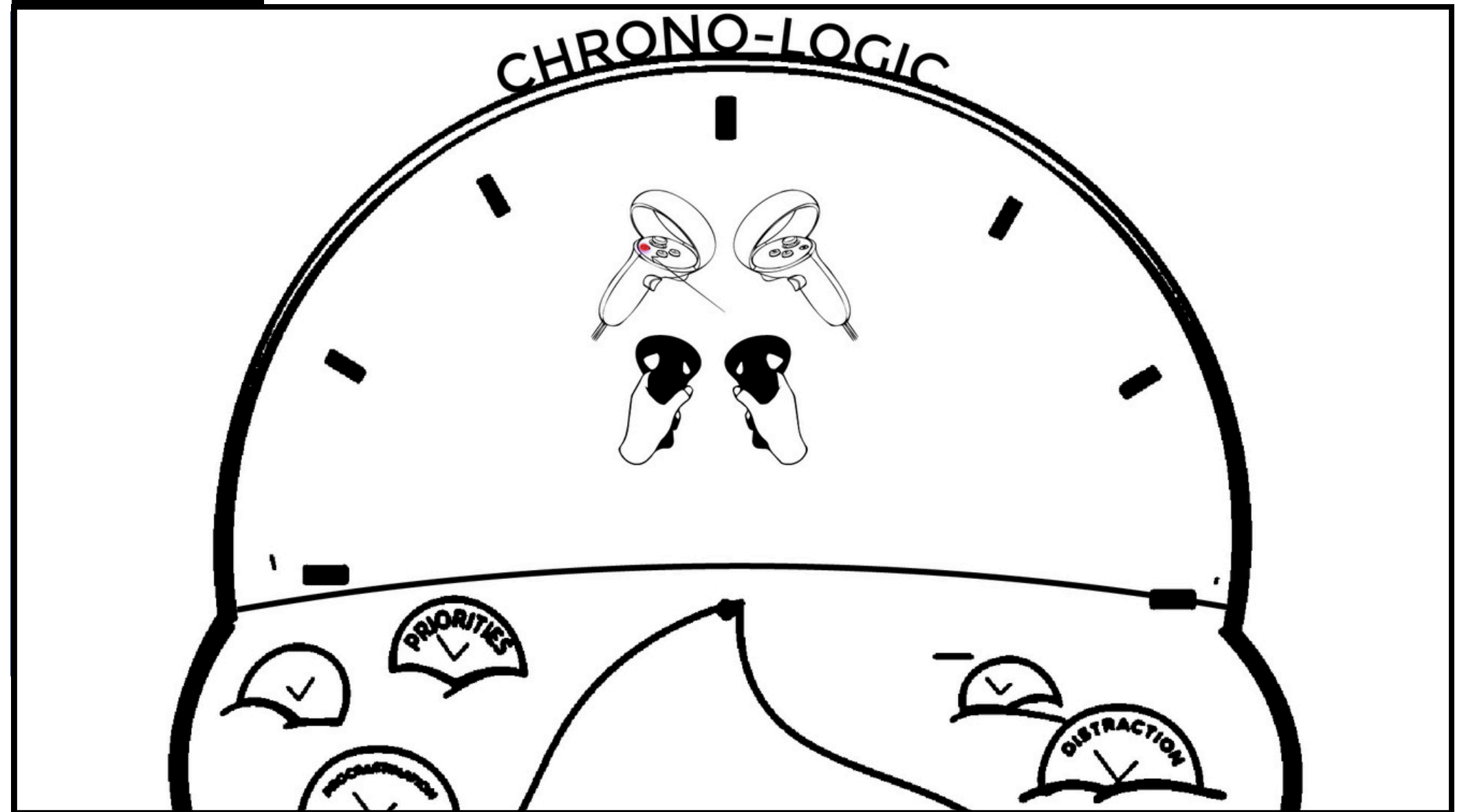
After all the buttons are introduced and practiced, they are shown the menu button with the help of an audio guide and glowing signage.

Voice Interaction:

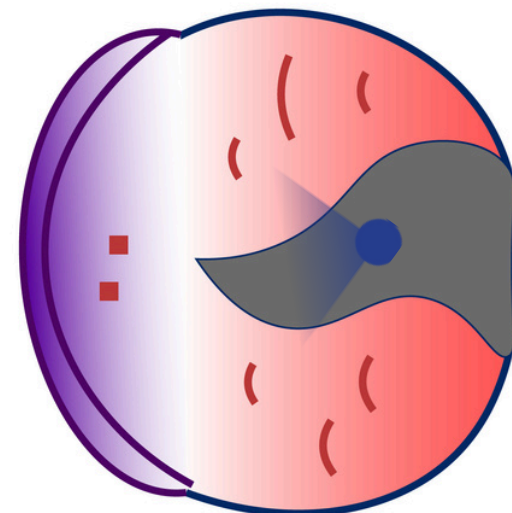


There buttons located above the thumbsticks on each controller. They are menu buttons often used to open in-game menus or access additional options.

Panel No:1



User Position



Interaction



Menu Button

Task Name:

Transformation To Hands

Frame 13

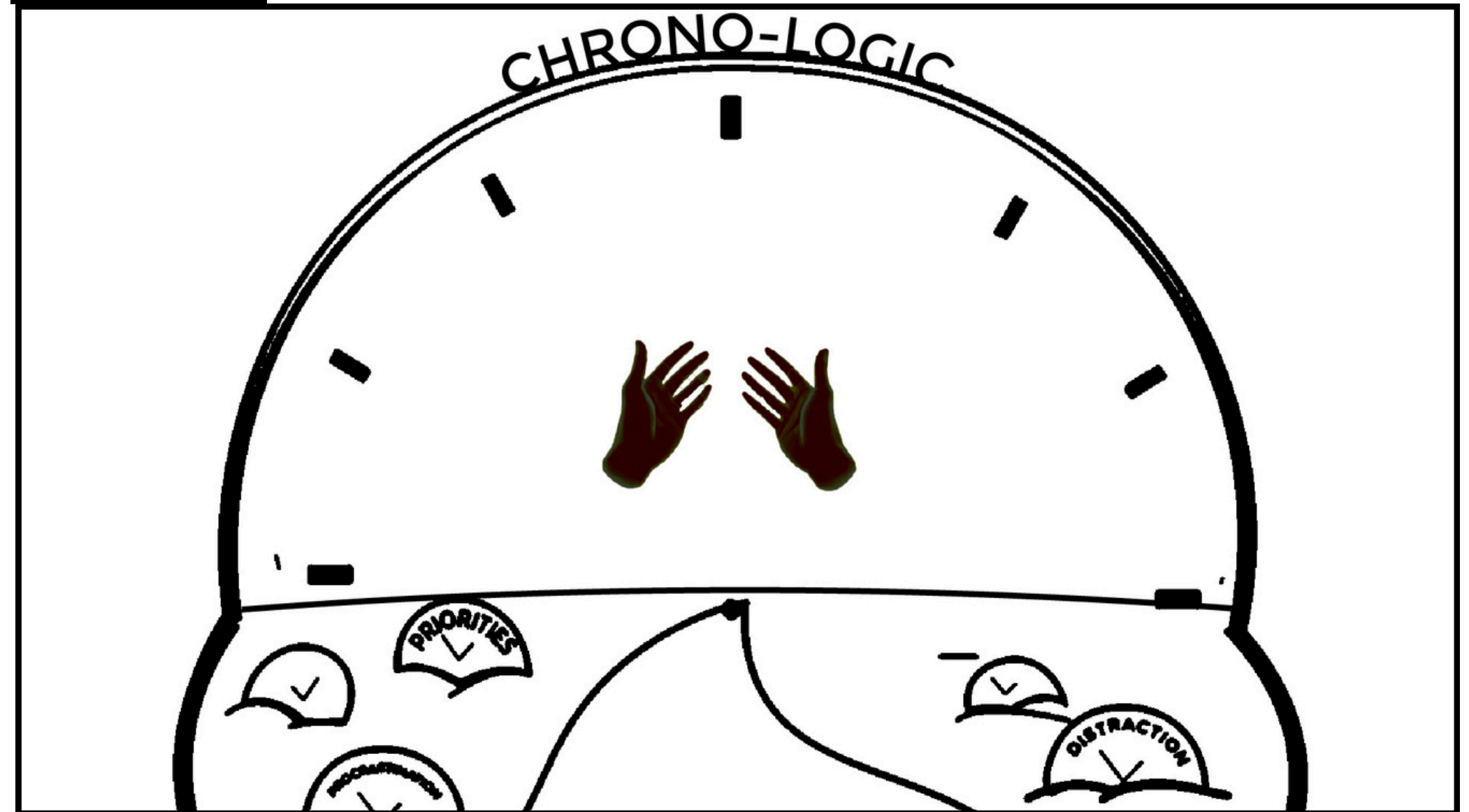
The hands with controllers transform to real hands.

Voice Interaction:

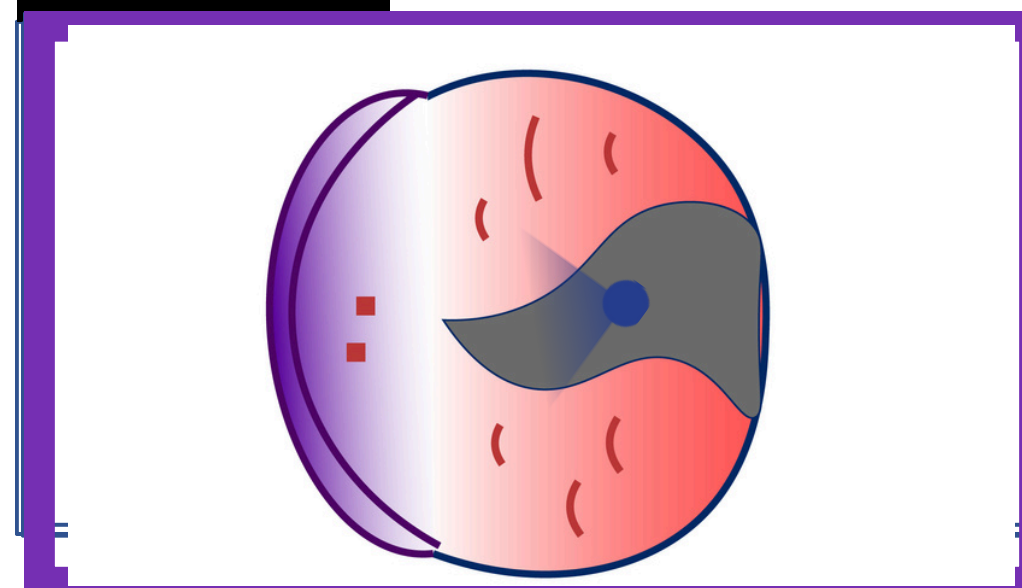
Good Job! Woah! You have your hands all set!



Panel No:1



User Position



Task Name:

Game Mode Selection

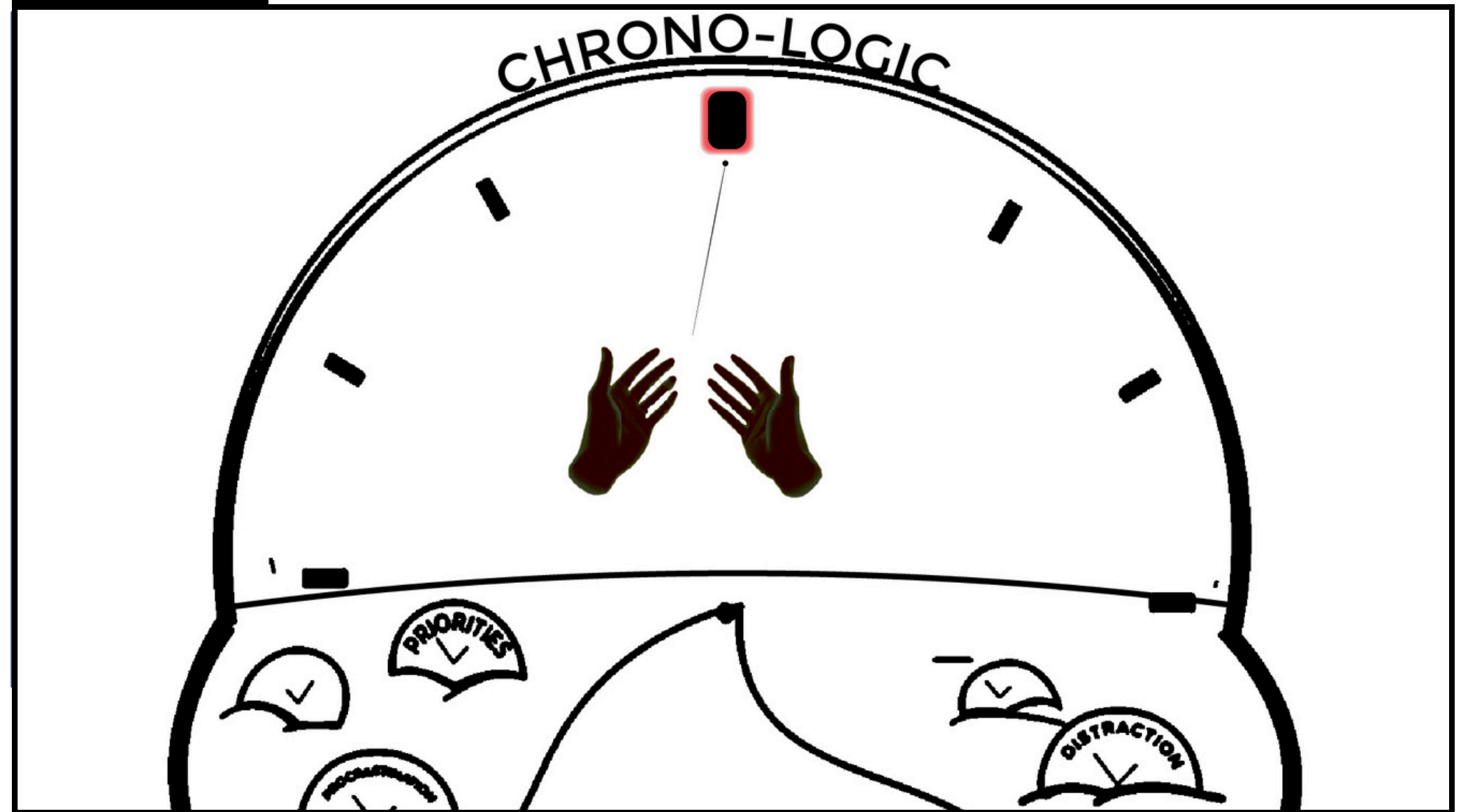
Frame 14

User selects Game mode of Life menu following the audio guide and visual language.

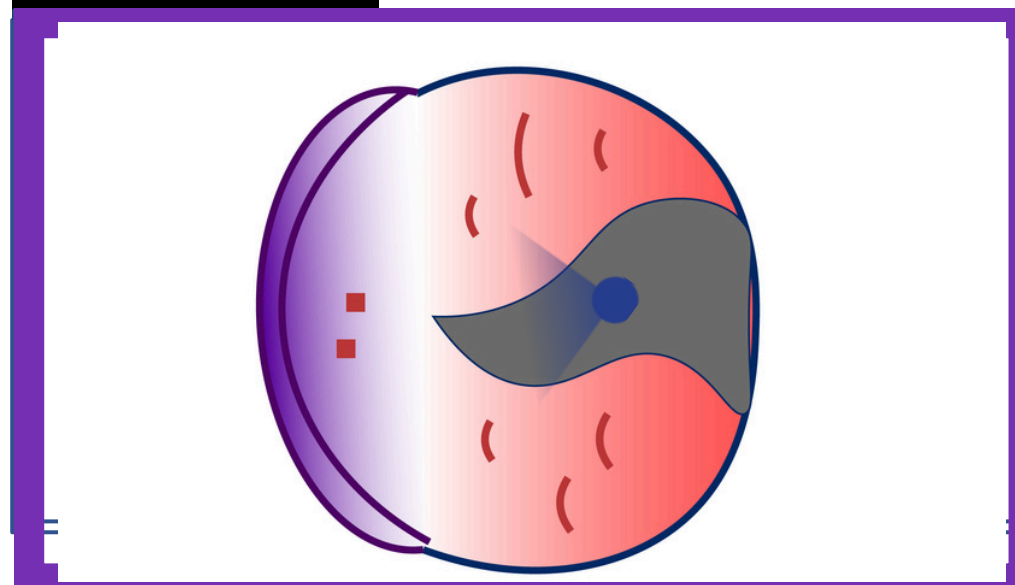
Voice Interaction:

Now let's select your game mode. First open the Mode menu by using the trigger button.

Panel No:1



User Position



Interaction



Task Name:

Game Mode Selection

Frame 15

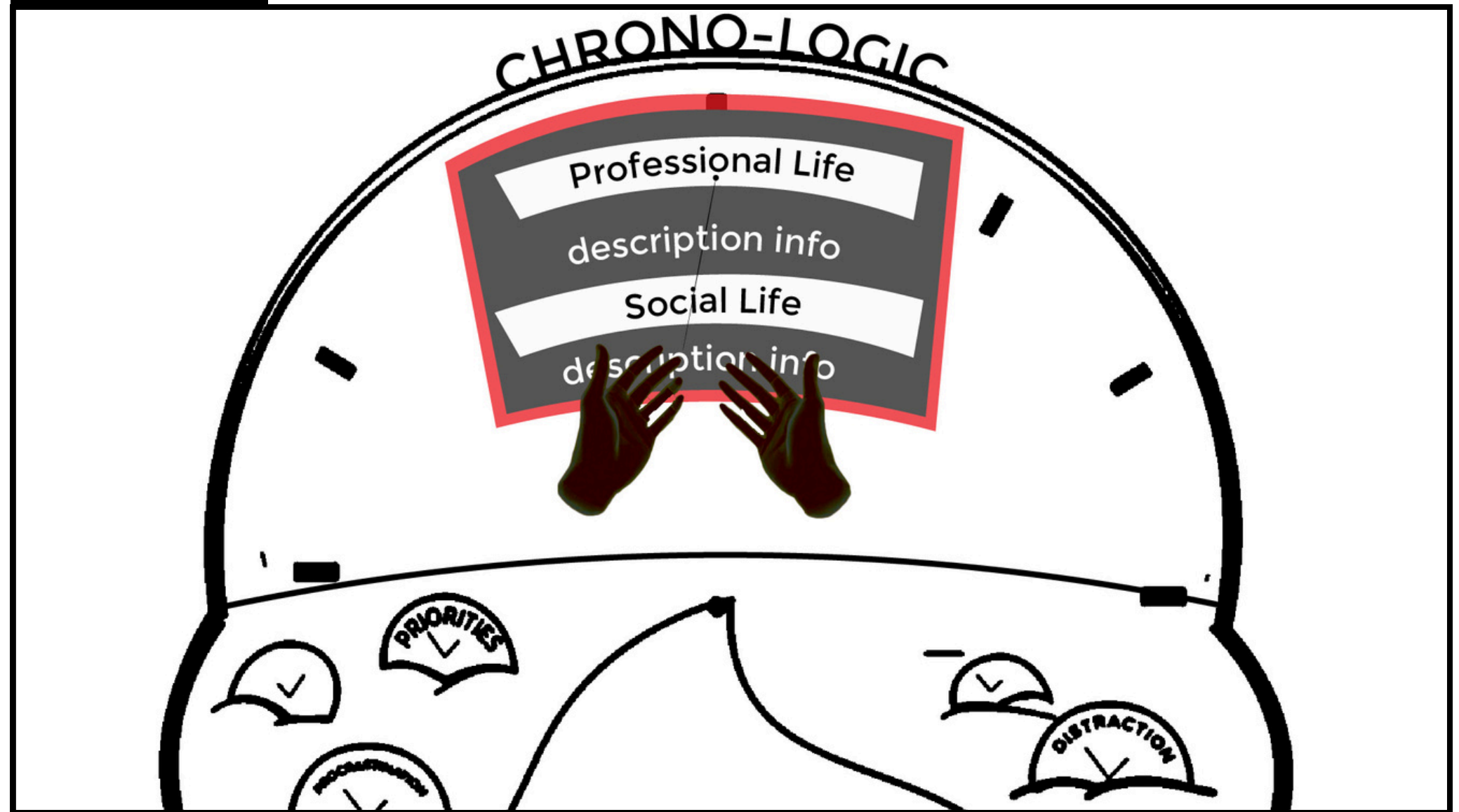
User selects Professional Life.

Voice Interaction:

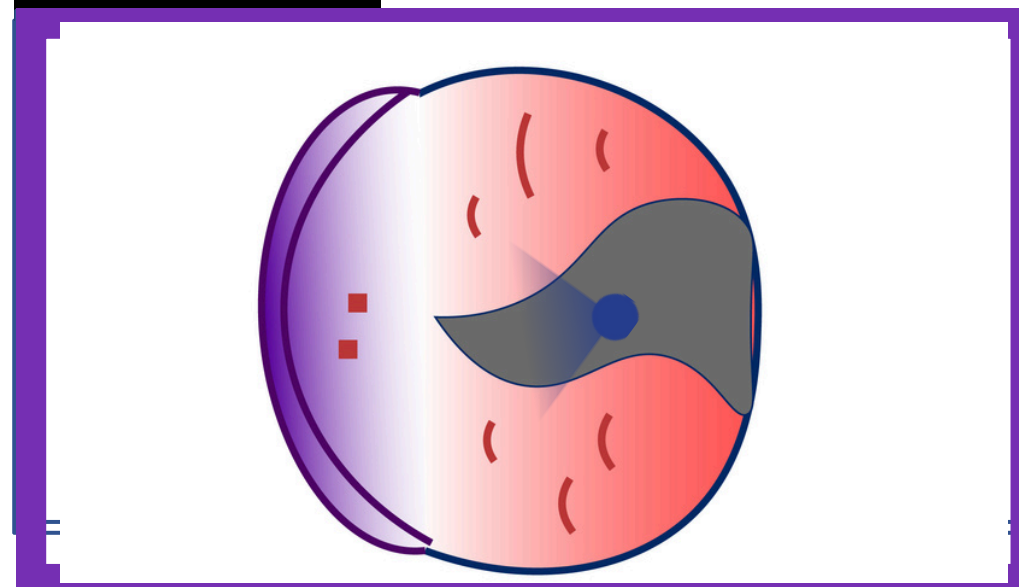


Point to your preferred mode and press the trigger button or A or X.

Panel No:1



User Position



Interaction



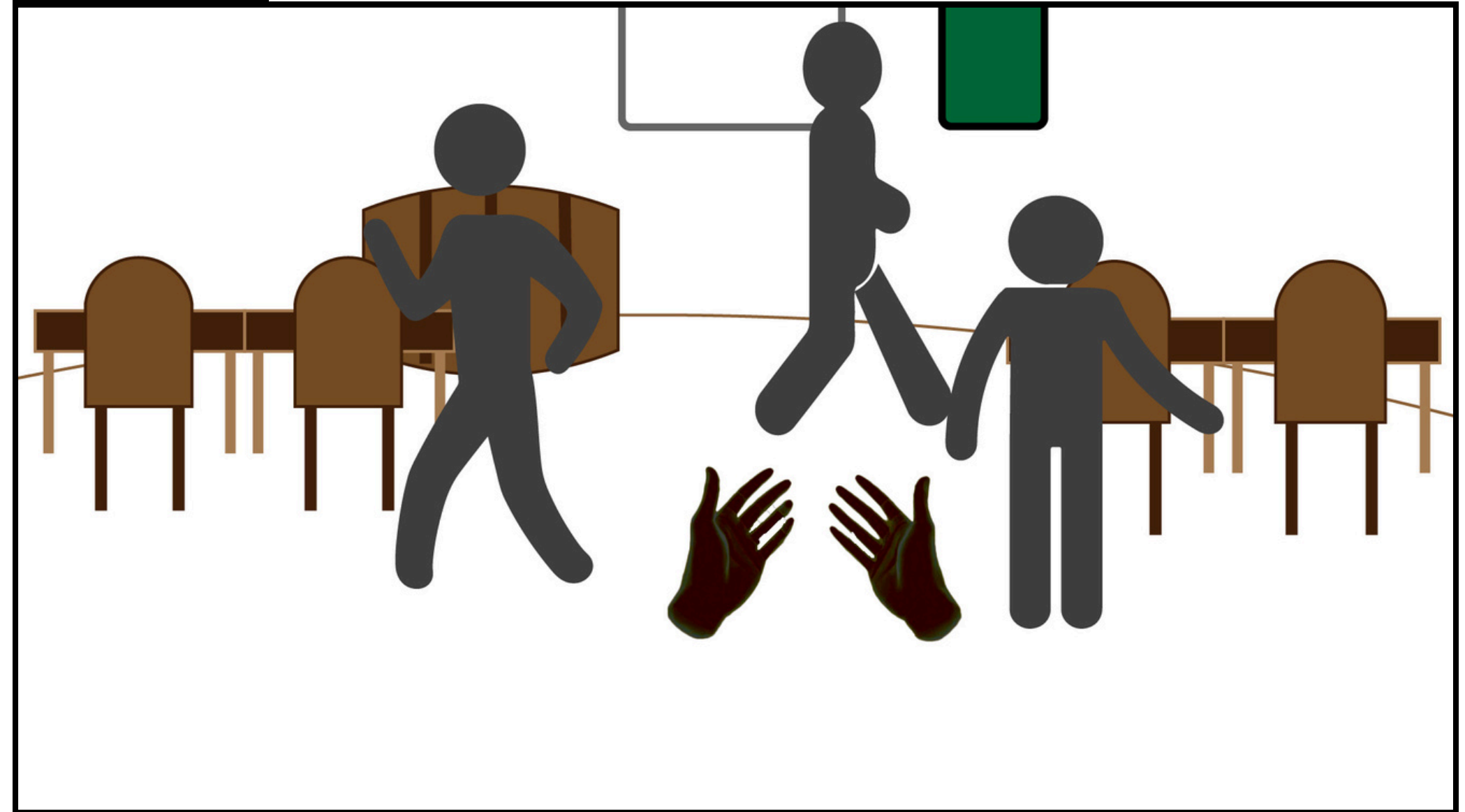
Task Name:

Game Begins With Plot

Frame 16

The environment changes to that of a classroom when an announcement asks the students to submit their work by EOD.

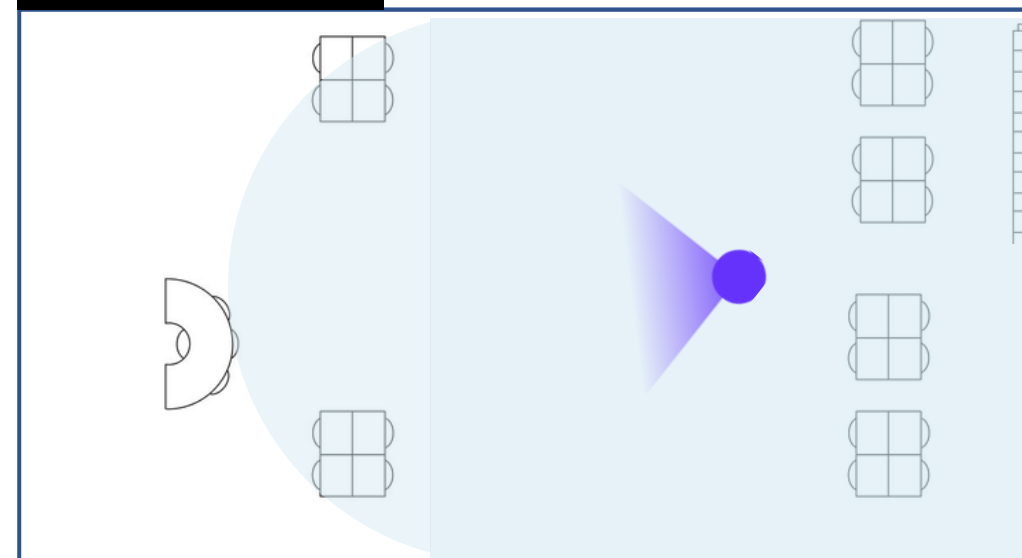
Panel No:1



Voice Interaction:

 Chattering voices.
People talking.

User Position



Interaction

Immersive environment

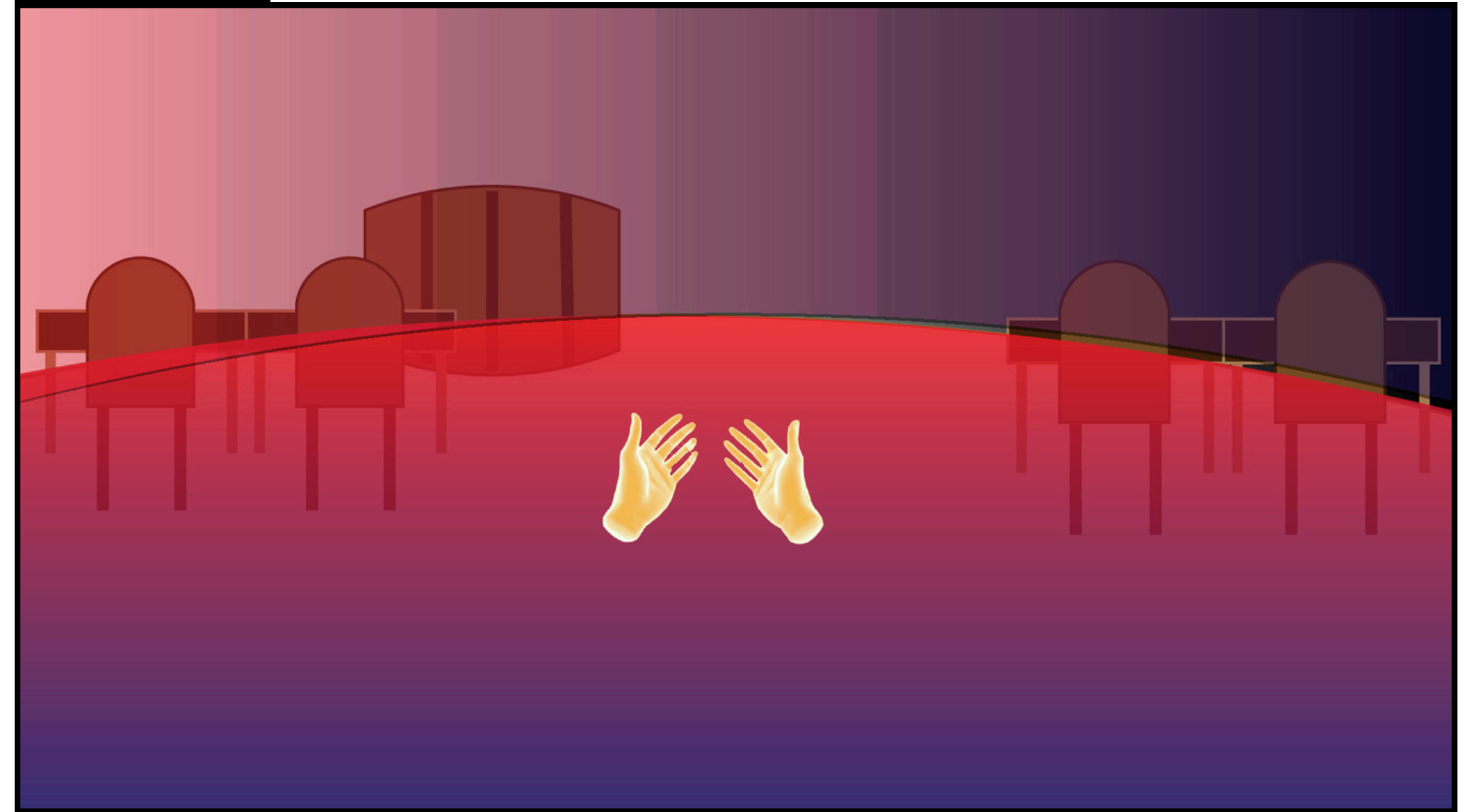
Task Name:

Plot Build-up

Frame 17

Soon her surroundings change into a darker gloomy red and blue area.

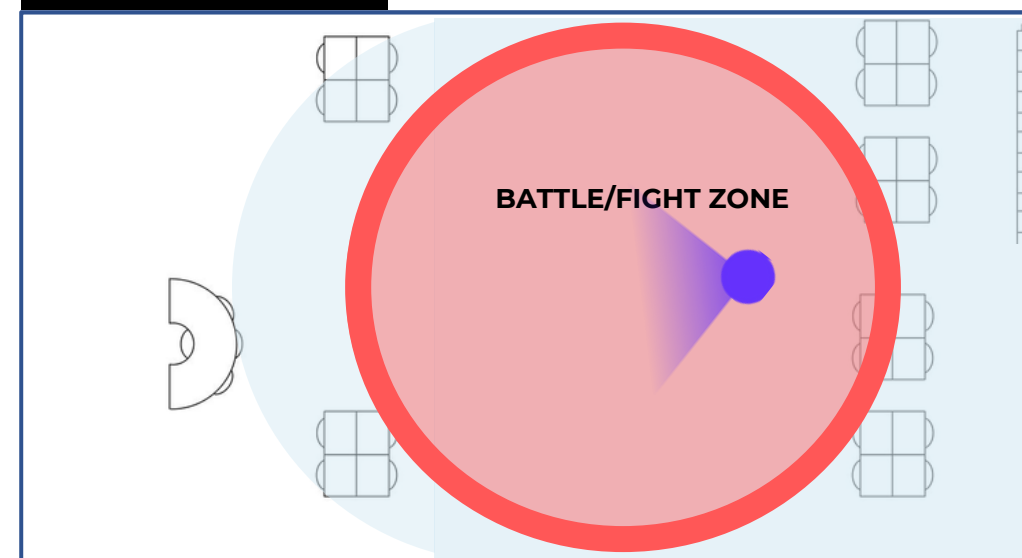
Panel No:1



Voice Interaction:

 (Gloomy jittery sounds)
Hello Debkanya. Do you not feel like working?

User Position



Interaction

Immersive environment


Task Name:

Plot Build-up

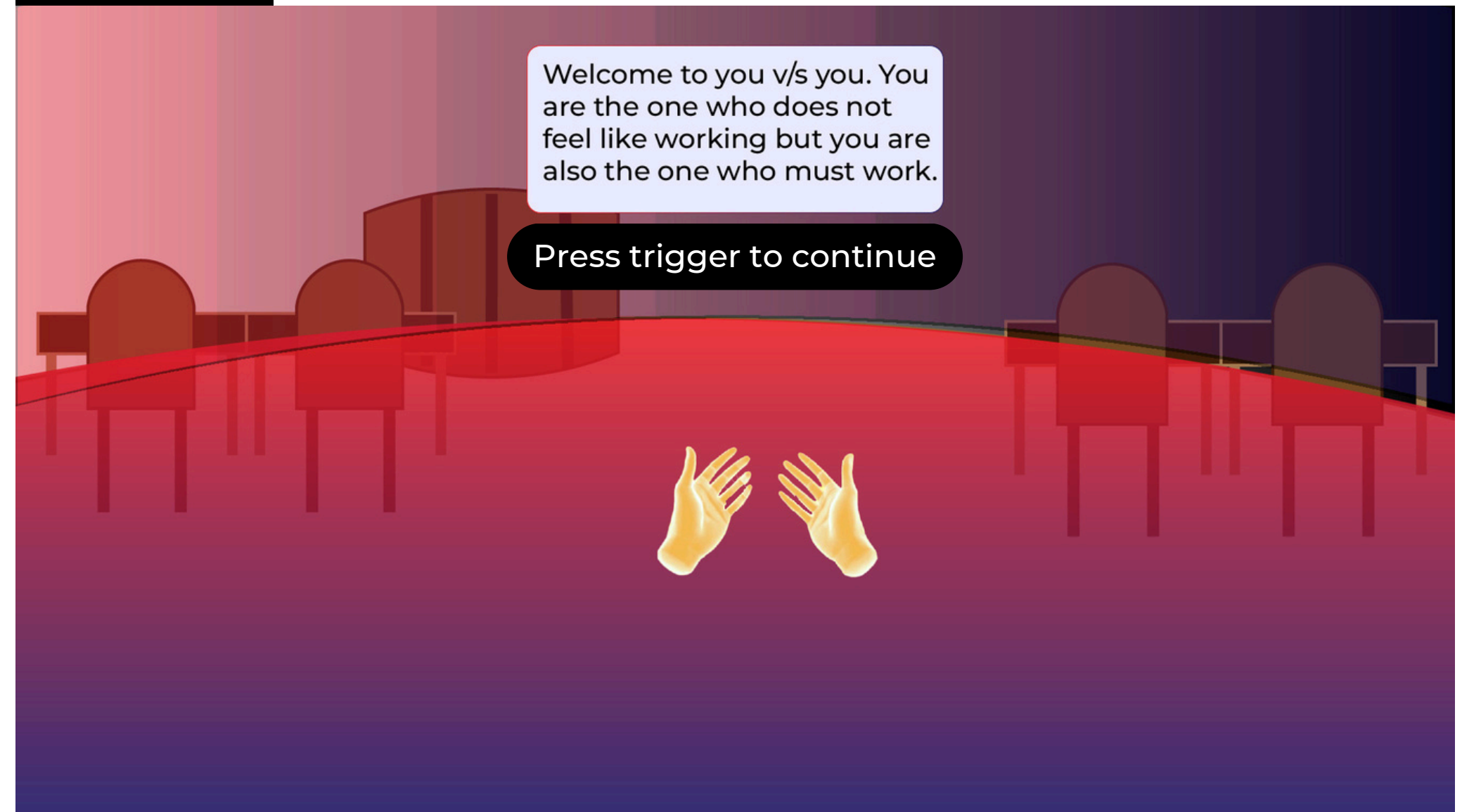
Frame 18

A dialogue appears explaining the set-up that explains that she faces her own negative urges that stop her from progressing and finishing her work. A button appears asking to continue.

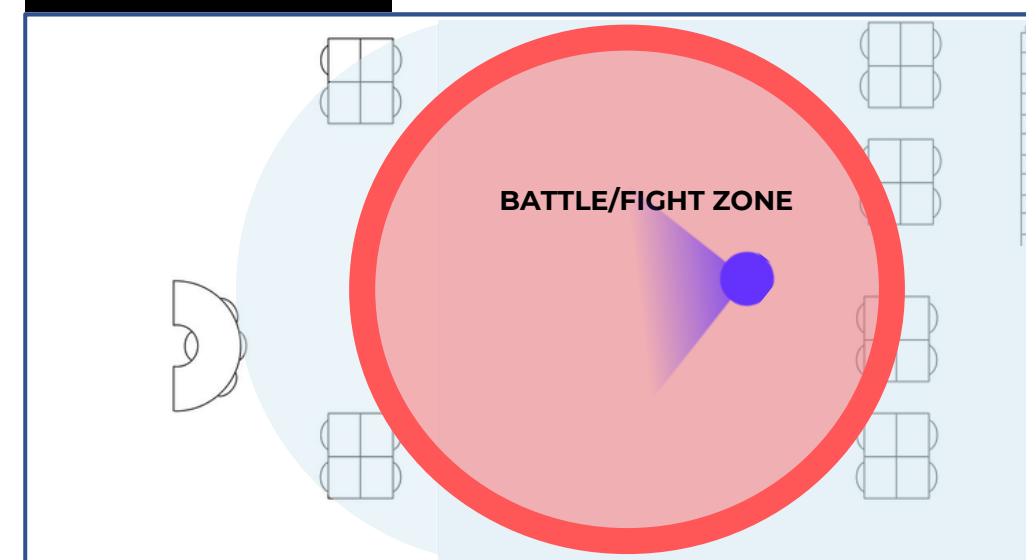
Voice Interaction:

 Welcome to you v/s you. You are the one who does not feel like working but you are also the one who must work.

Panel No:1



User Position



Interaction



Task Name:

Plot Build-up

Frame 19

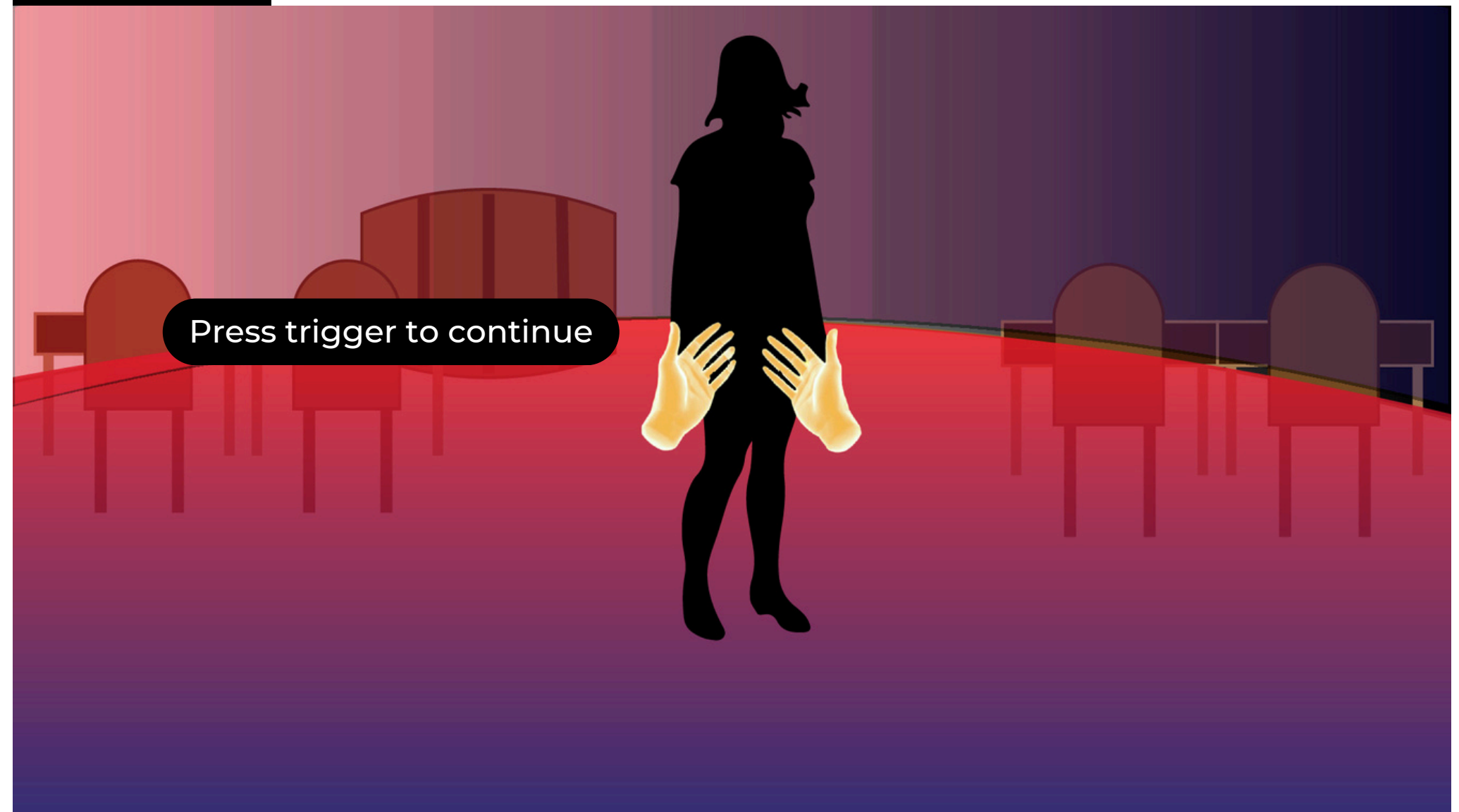
A figure duplicating the player's figure but with blank face appears. A button appears asking to continue.

Voice Interaction:

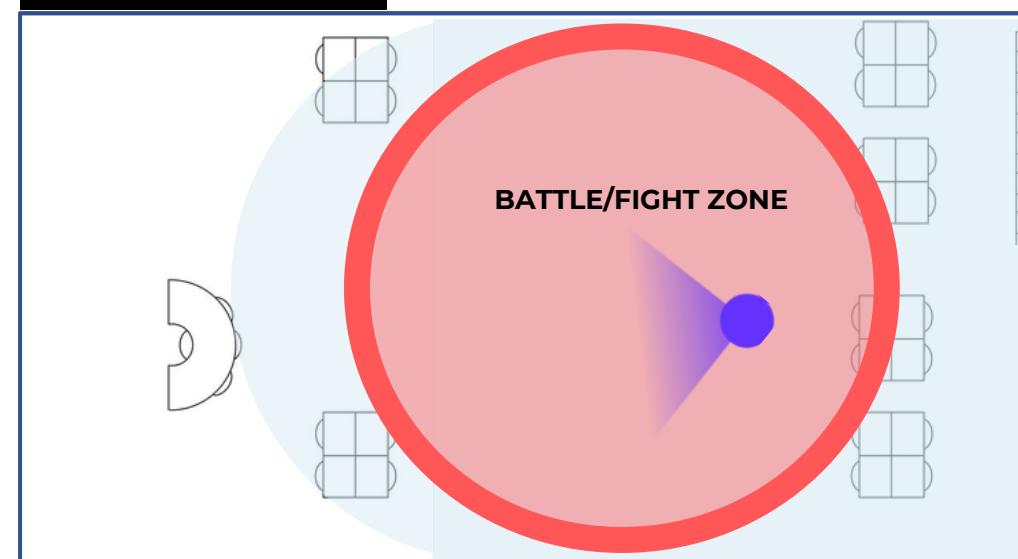


You seem to be blocking your own way. You must overcome your urges to finish your project.

Panel No:1



User Position



Interaction



Task Name:

Trial Round

Frame 20

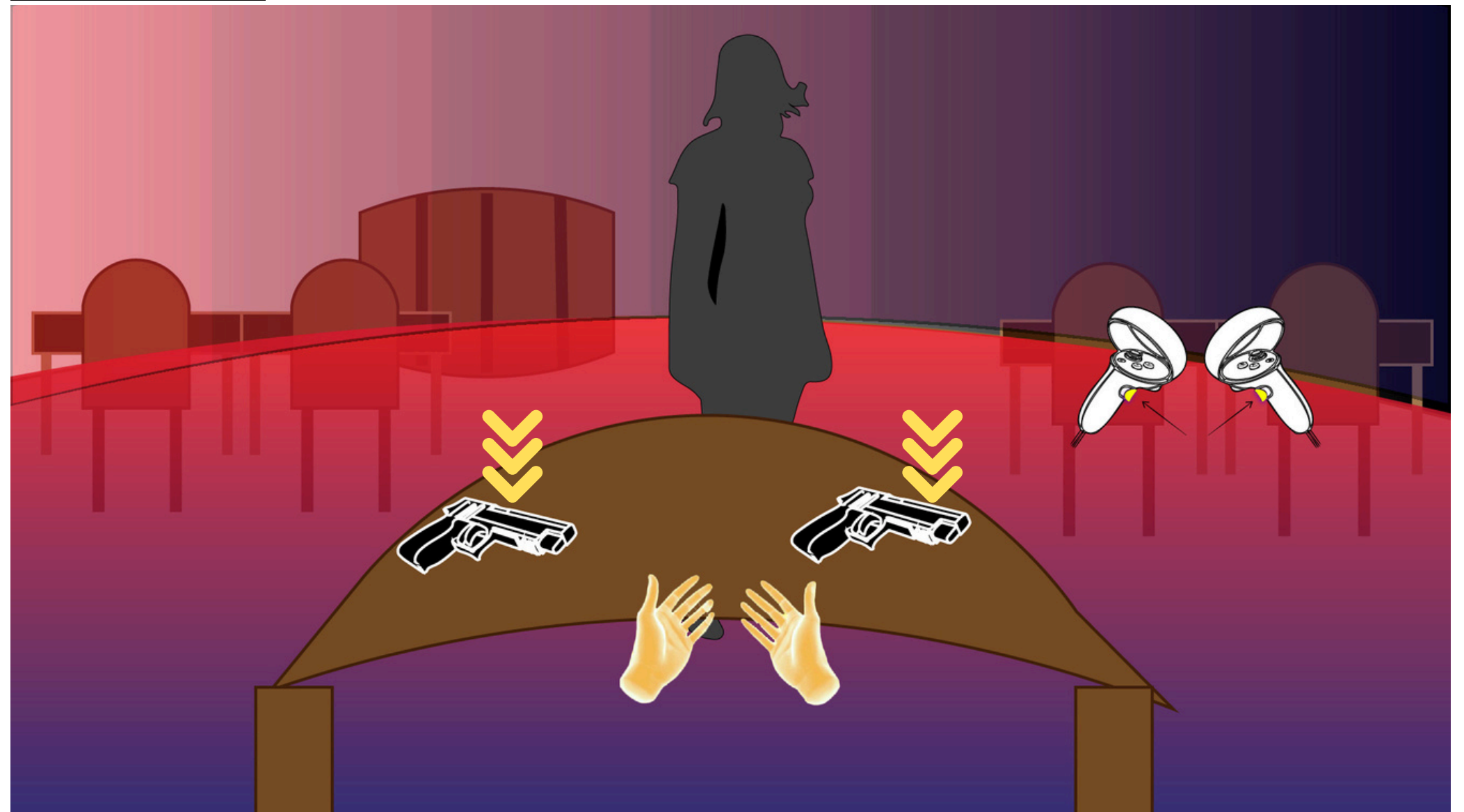
A desk with 2 guns placed on top appears and an arrowhead pointing to it appears along with a standalone controller appears highlighting the Grip button.

Voice Interaction:

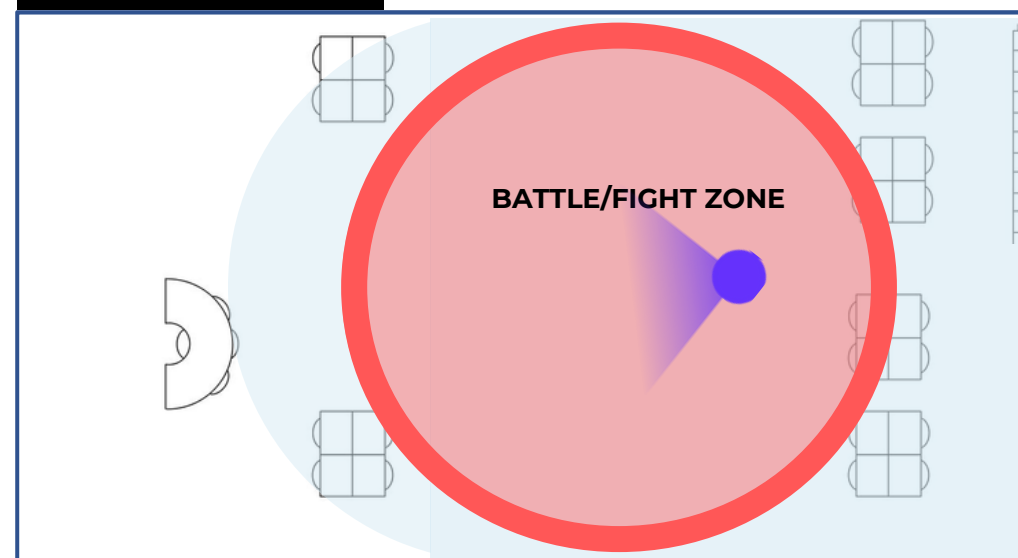


Pick up the gun by placing your hand on the gun and pressing the grip on both the controllers.

Panel No:1



User Position



Interaction



Task Name:

Trial Round - Aim & Shoot

Frame 21

Pointing towards the target.

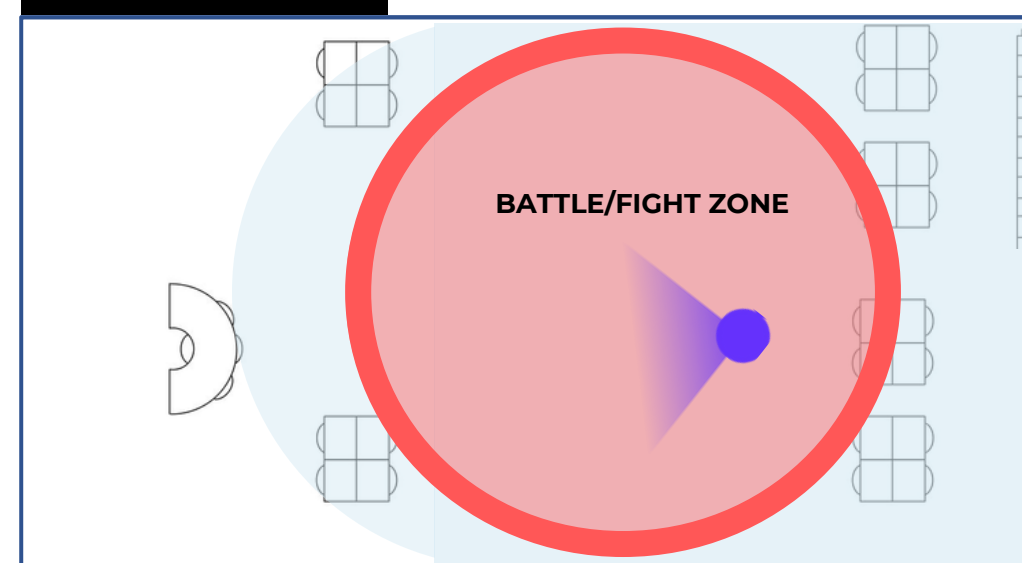
Voice Interaction:

🔊 Point the gun towards the figure by pressing the grip and aiming towards the figure.

Panel No:1



User Position



Interaction



Task Name:

Trial Round - Changing Weapon Options

Frame 22

Changing gun options by using the joystick and a standalone controller appears highlighting the thumbstick button.

Voice Interaction:

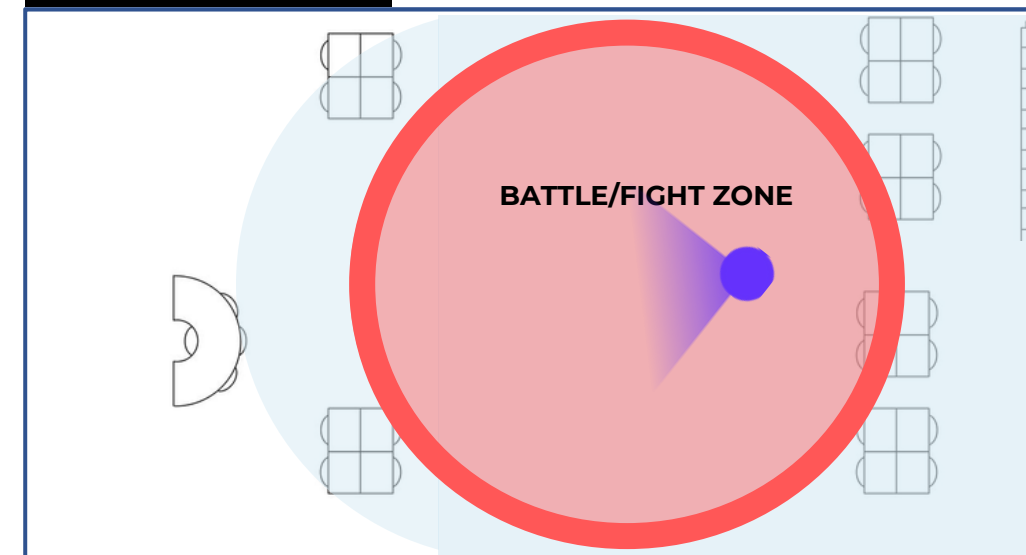


Change the gun by moving the thumbstick left and right.

Panel No:1



User Position



Interaction



Thumbstick

Task Name:

Trial Round - Aim & Shoot

Frame 23

Shooting the target.

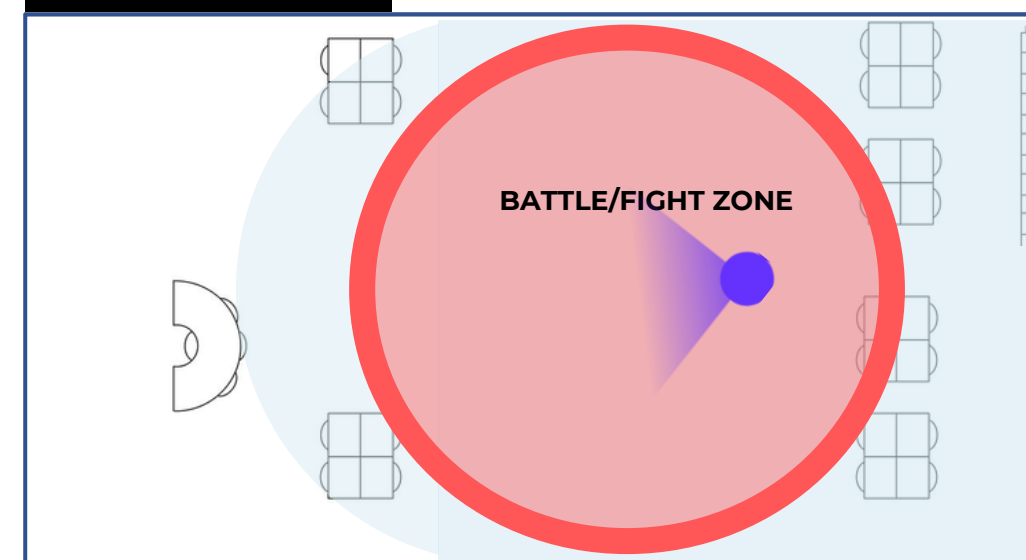
Voice Interaction:

🔊 Shoot the figure by pressing the grip and trigger button together as aimed towards the figure.

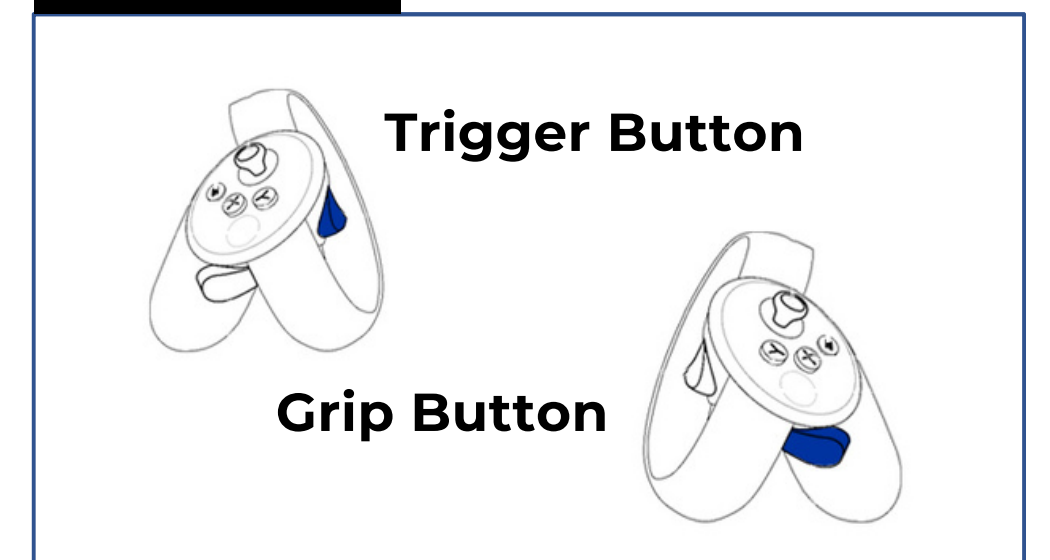
Panel No:1



User Position



Interaction




Task Name:

Trial Round - Success

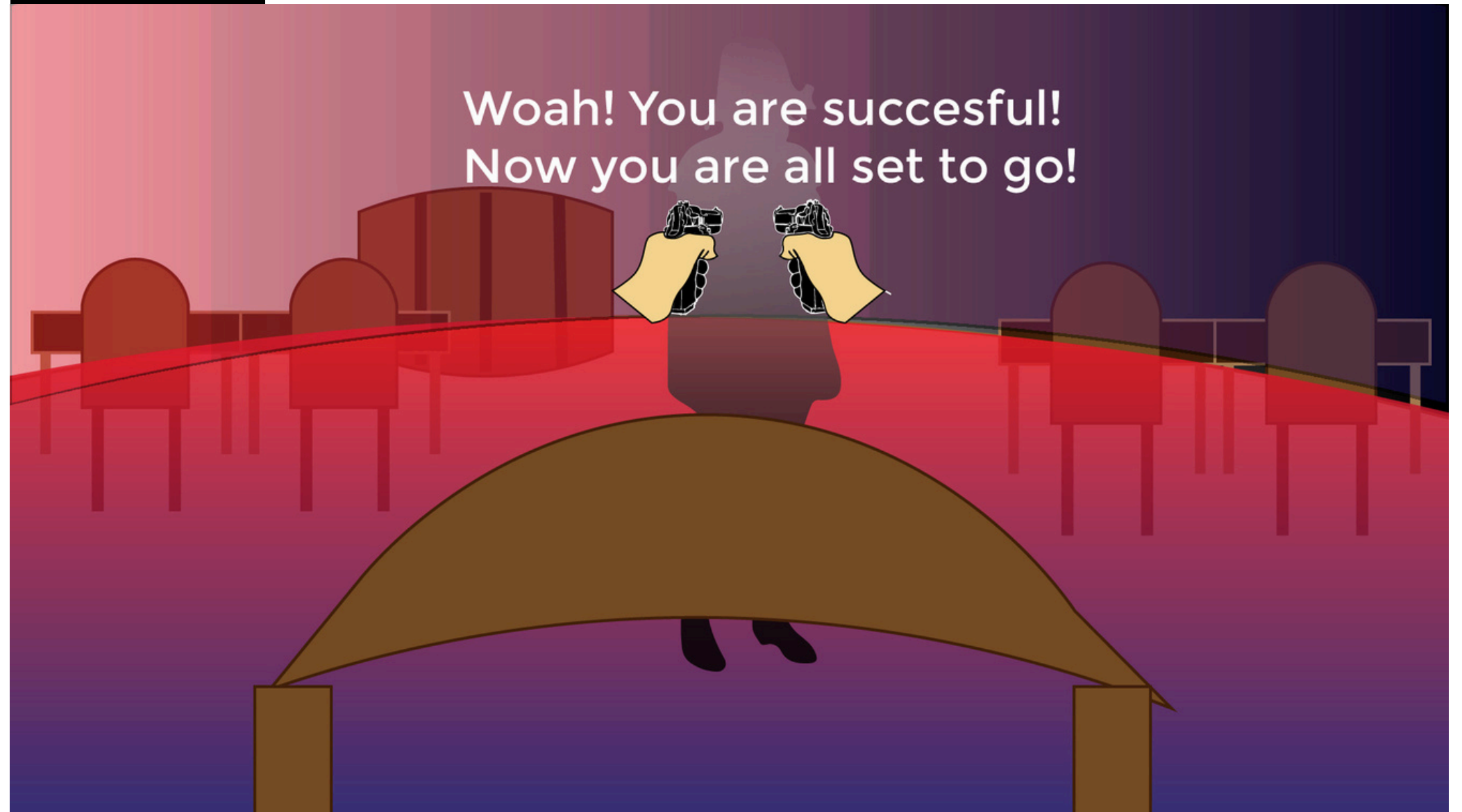
Frame 24

The target dissolves into thin air.

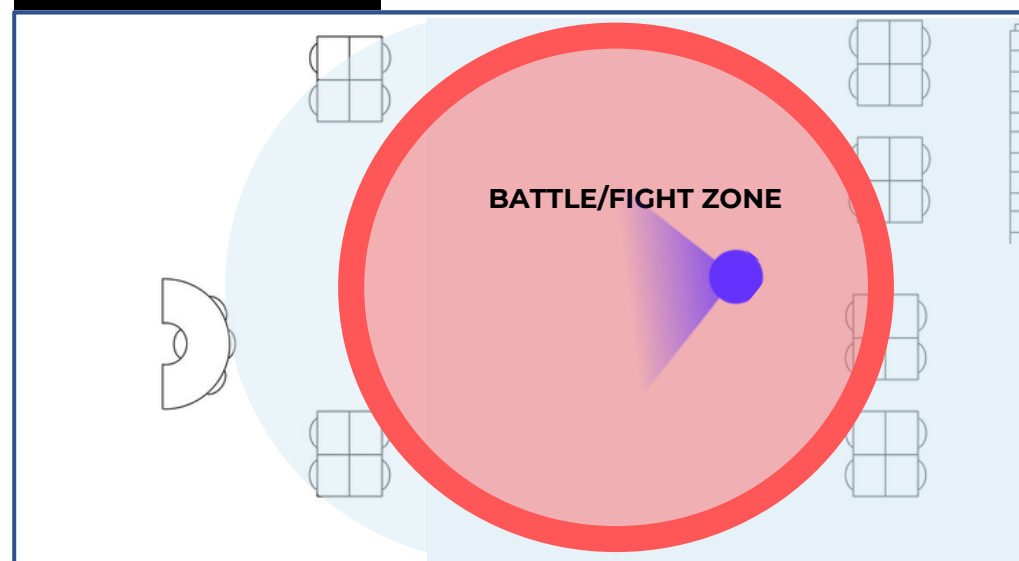
Voice Interaction:

 **Woah! You are successful!
Now you are all set to go! .**

Panel No:1



User Position



Interaction



Task Name:
Countdown

Frame 25

A clock appears with the number 3.

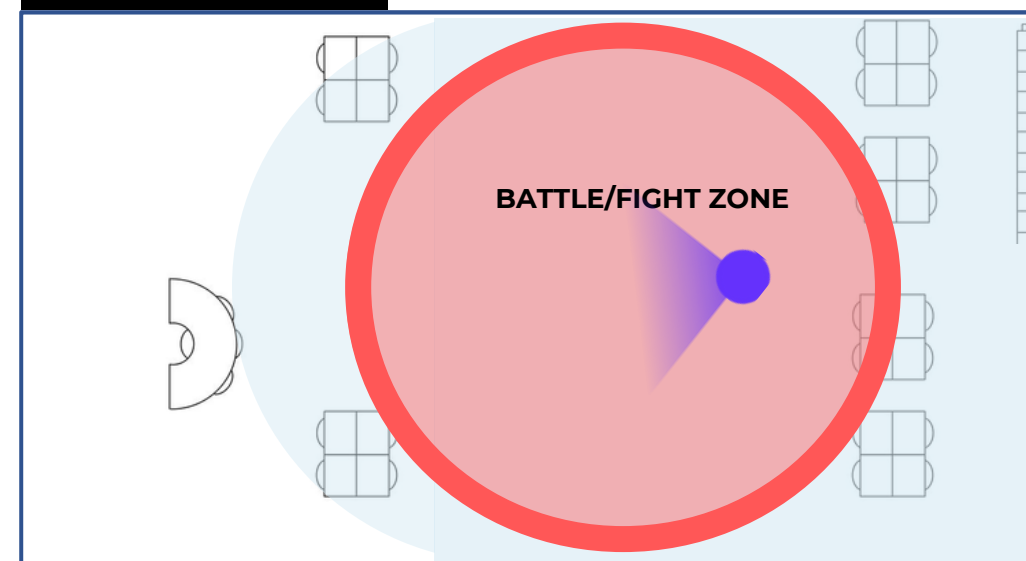
Voice Interaction:

🔊 Get rid of your negative urges in the 6 minutes. Get ready in three....

Panel No:1



User Position



Interaction



Task Name: Countdown

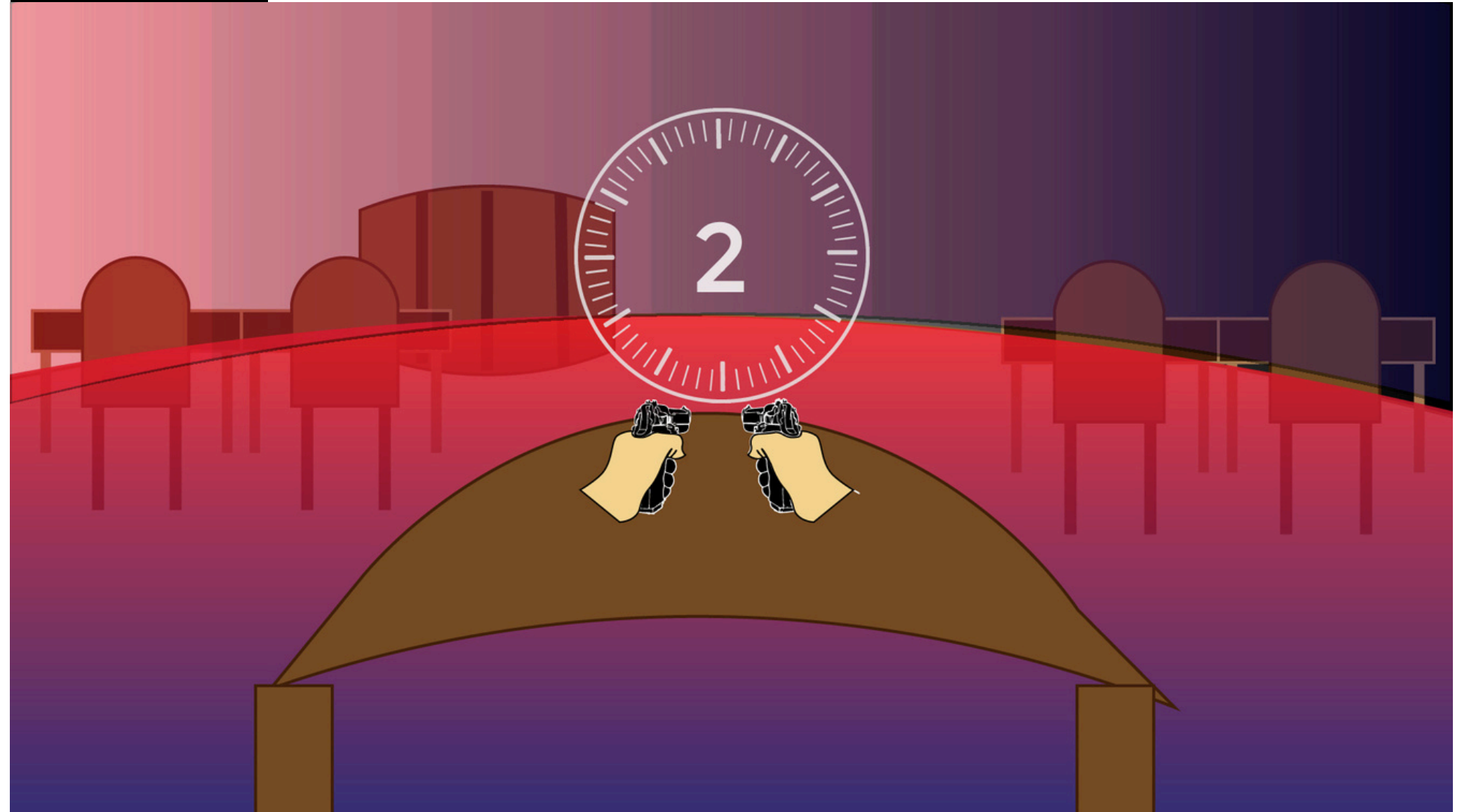
Frame 26

A clock appears with the number 2.

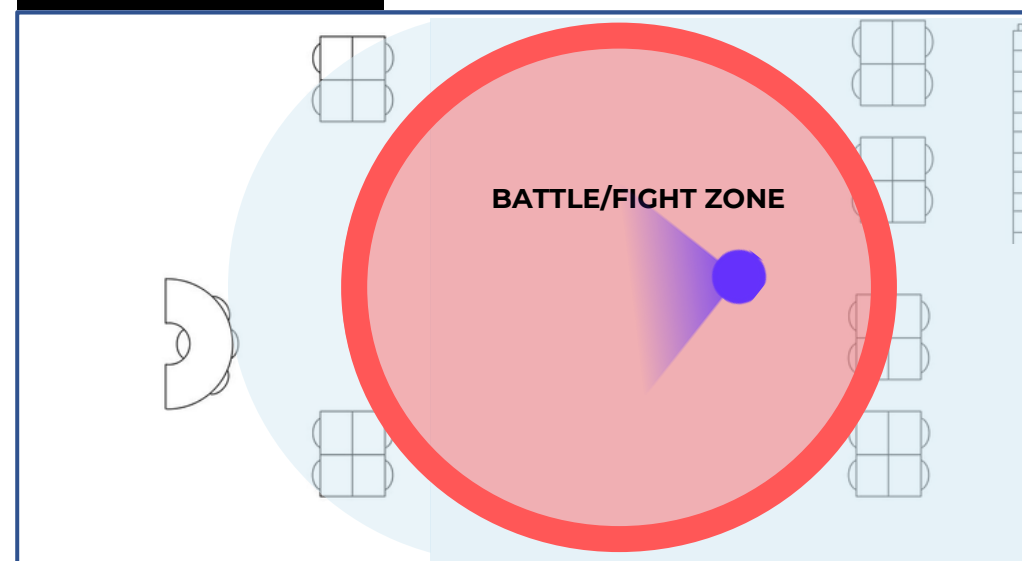
Voice Interaction:

 ...two.....

Panel No:1



User Position



Interaction



Task Name: Countdown

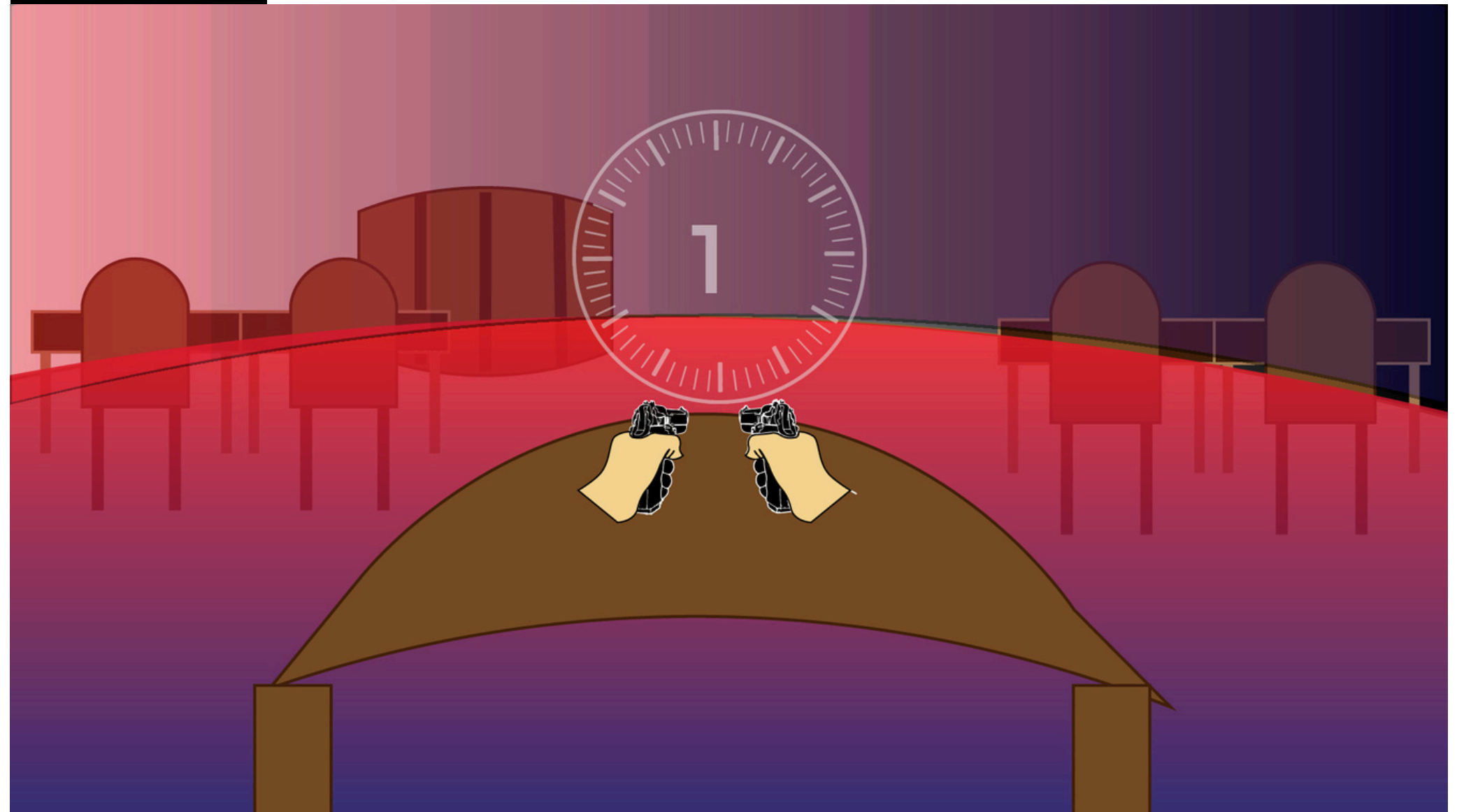
Frame 27

A clock appears with the number 1.

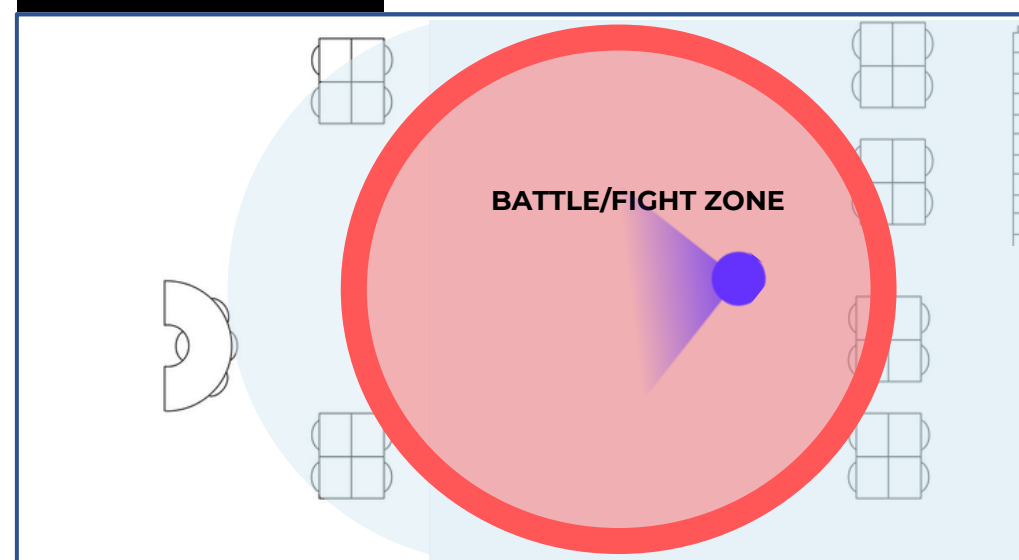
Voice Interaction:

 ...one...

Panel No:1



User Position



Interaction



Task Name:

Game Begins

Frame 28

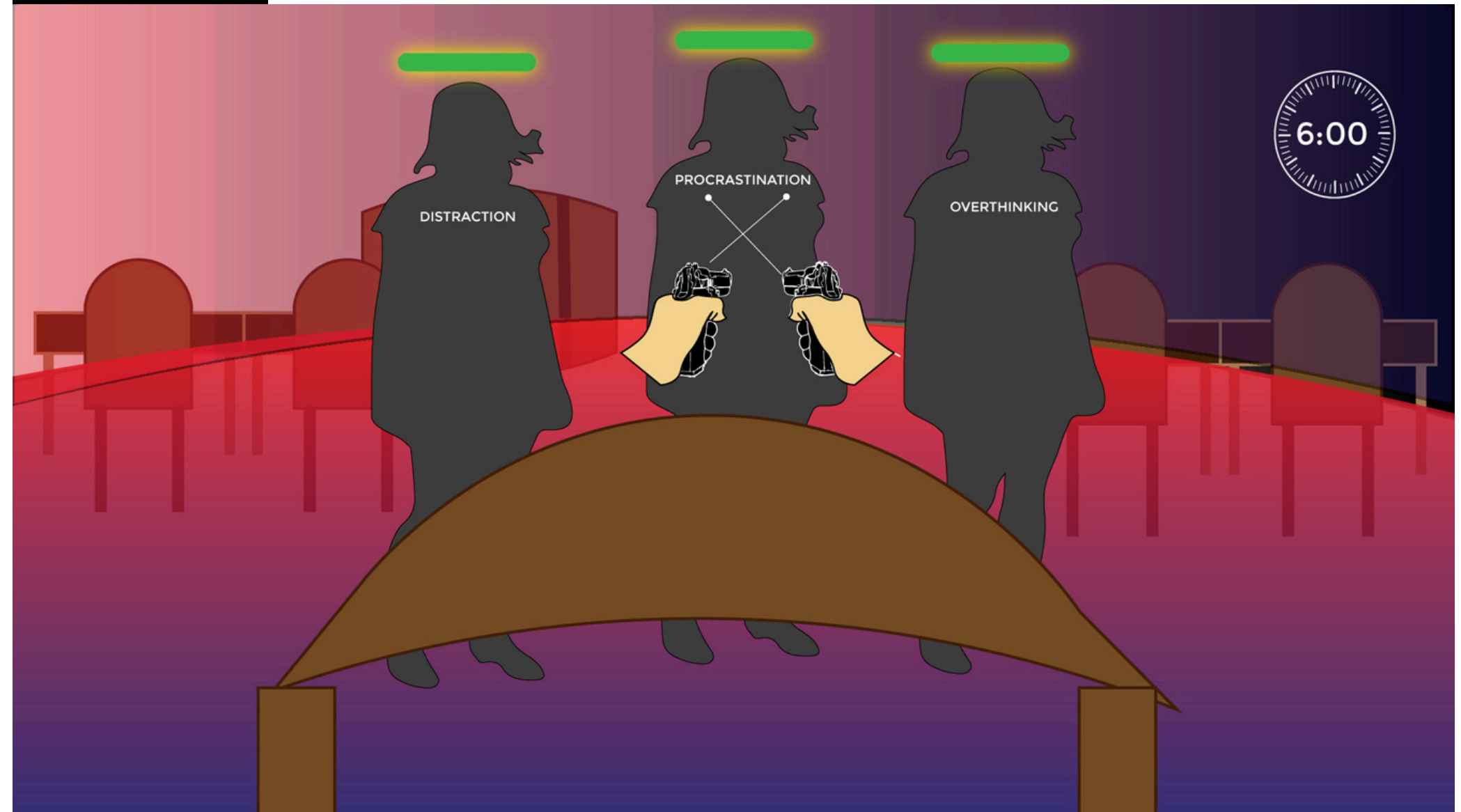
The clock fades out and three figures duplicating the player with blank faces labelled “Procrastination”, “Overthinking”, “Distraction” appears. Their lifeline block appears on top of their head with the timer at the corner of the screen.

Voice Interaction:

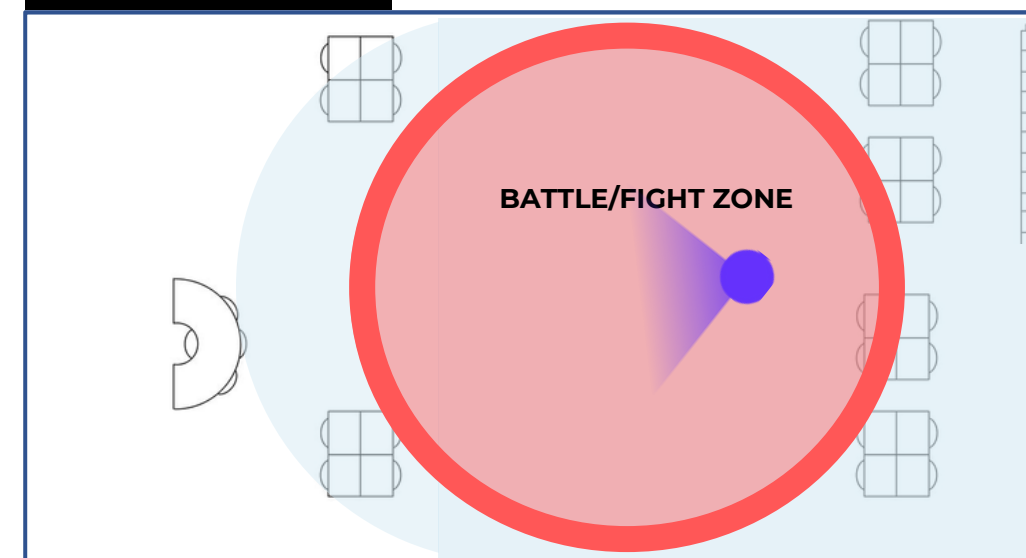


You seem to blocking your own way. You must overcome your urges to finish your project in the next 6 minutes.

Panel No:1



User Position



Interaction



Trigger Button

Grip Button




Task Name:

Gameplay

Frame 29

Sometime The figures start appear one by one while the player has to shoot.

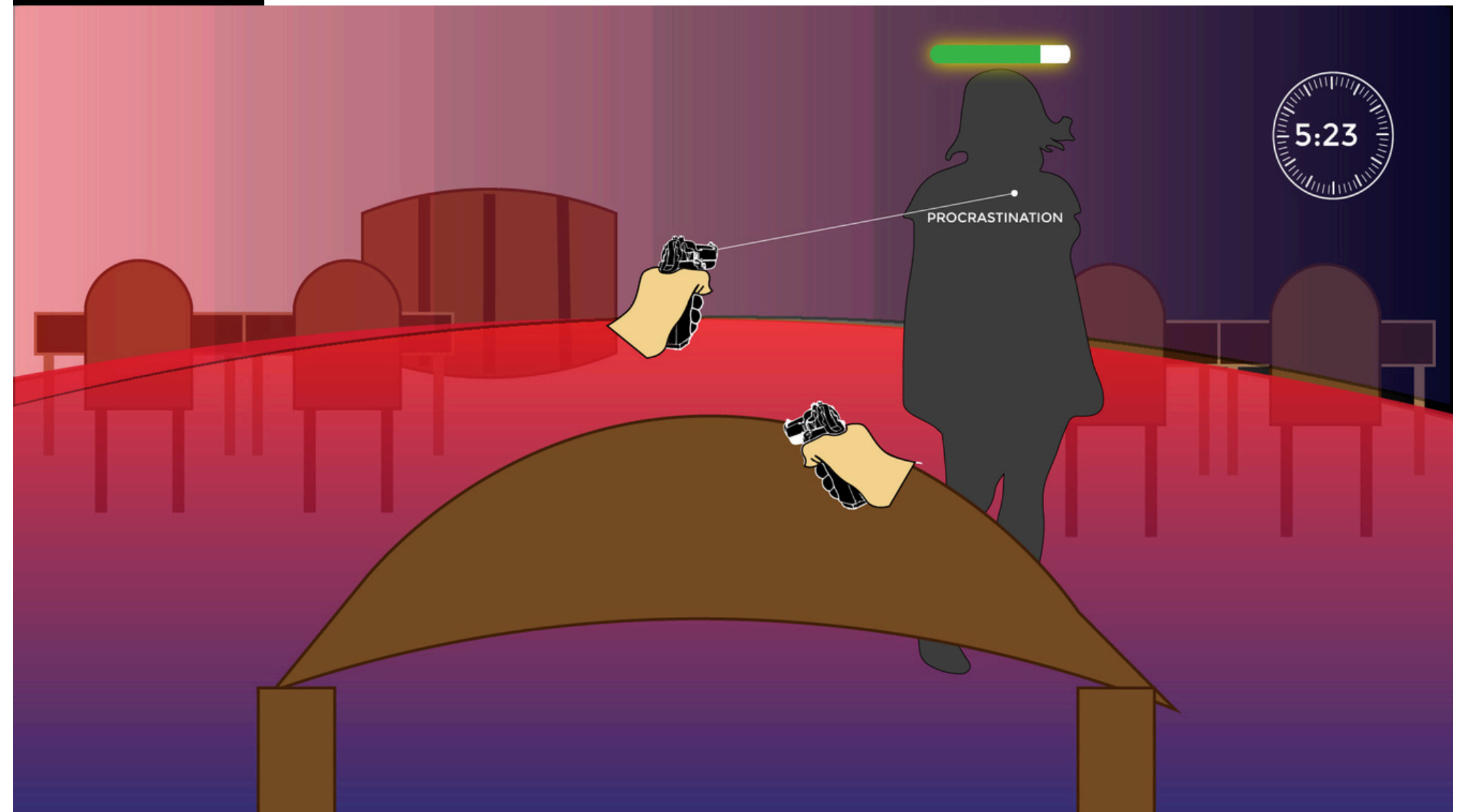
Voice Interaction:

 Shoot towards your other selves till their lifeline dies.

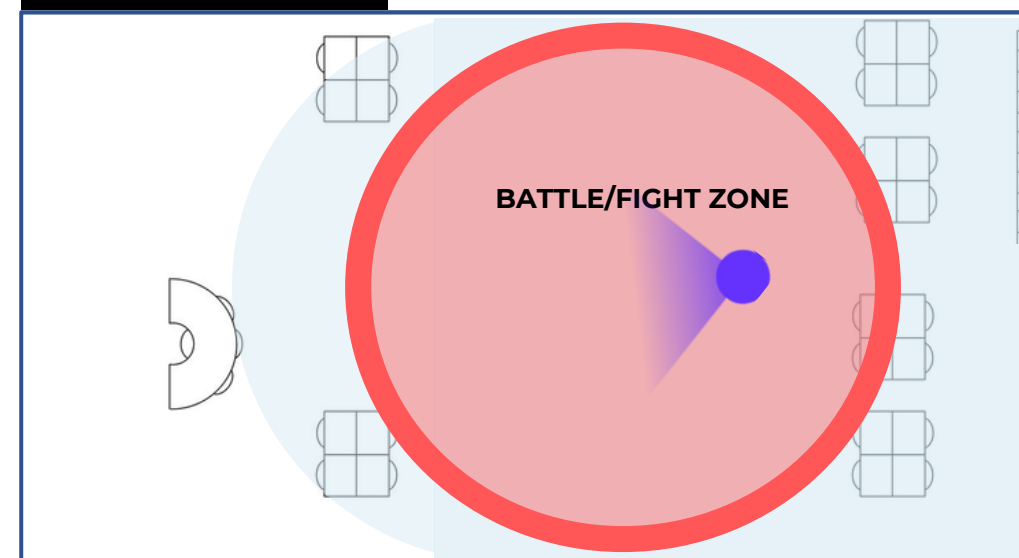
Sound Interaction

Gun shot sounds.

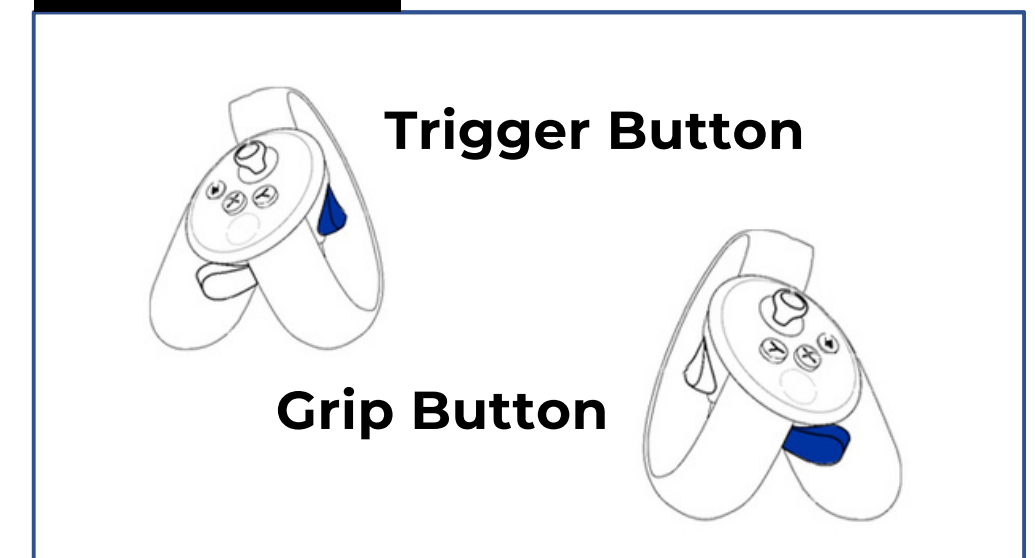
Panel No:1



User Position



Interaction



Task Name:

Gameplay

Frame 30

The figures appear sometimes together at a time where the player places both hands in different directions.

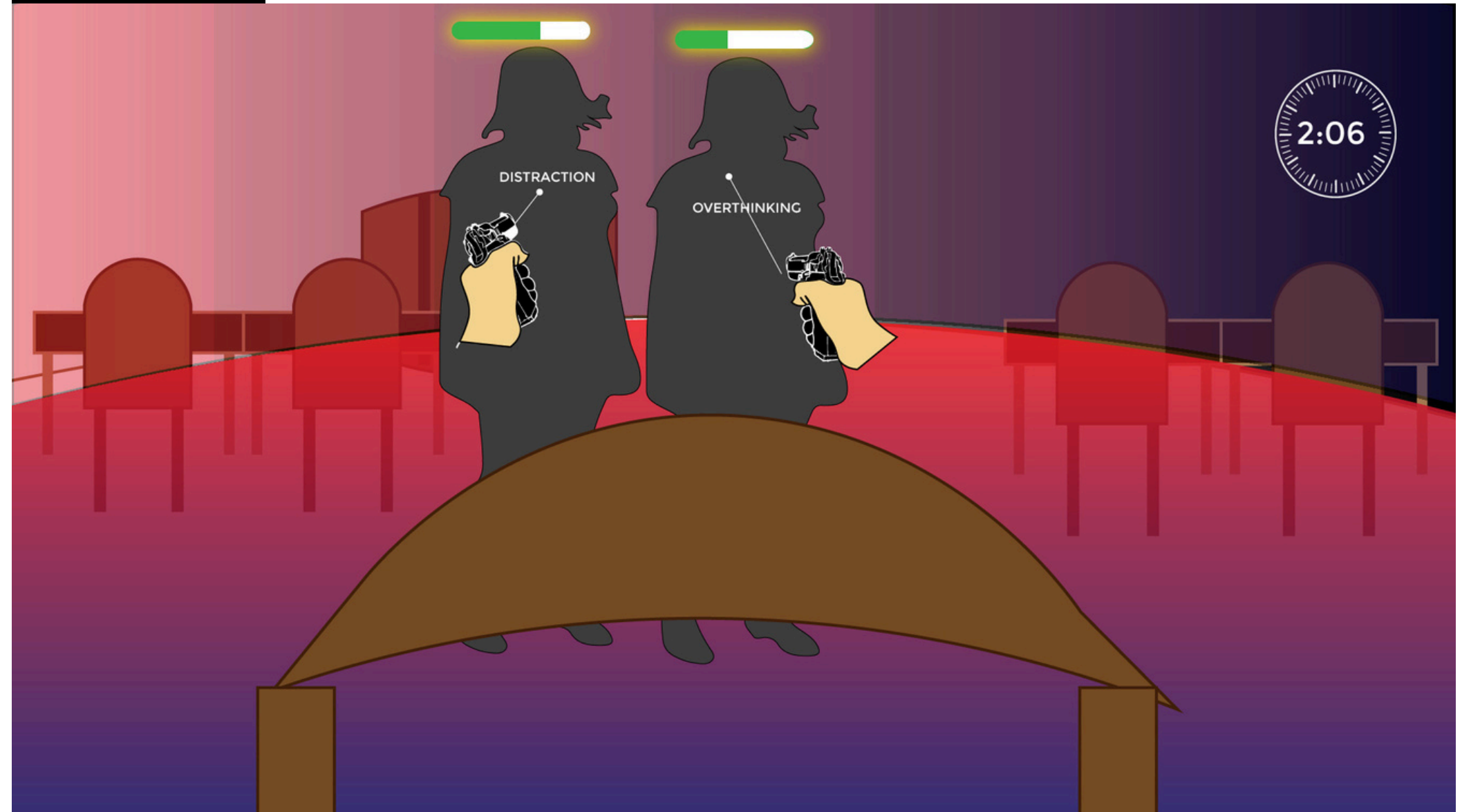
Voice Interaction:

 Bravo , keep going
Debkanya !

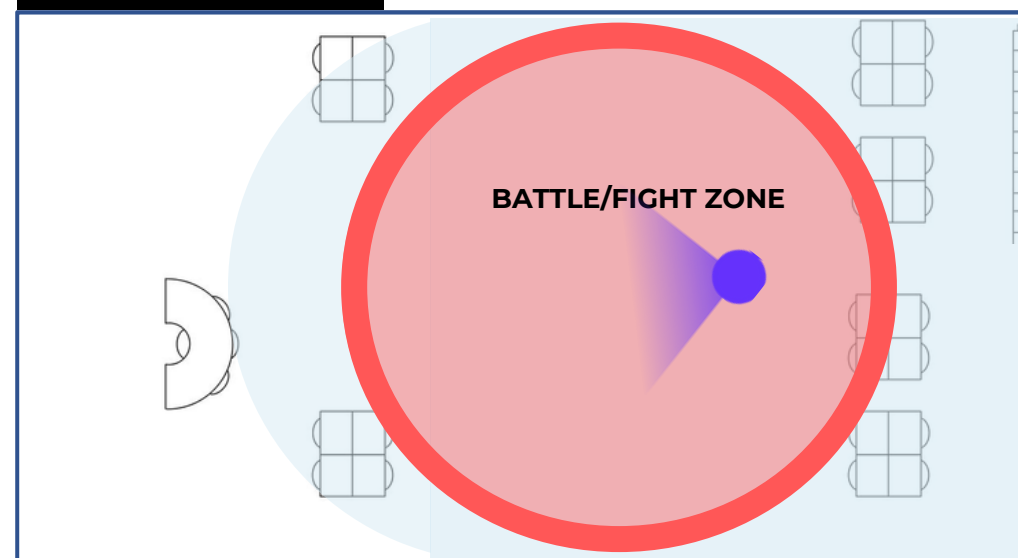
Sound Interaction

Gun shot sounds continued.

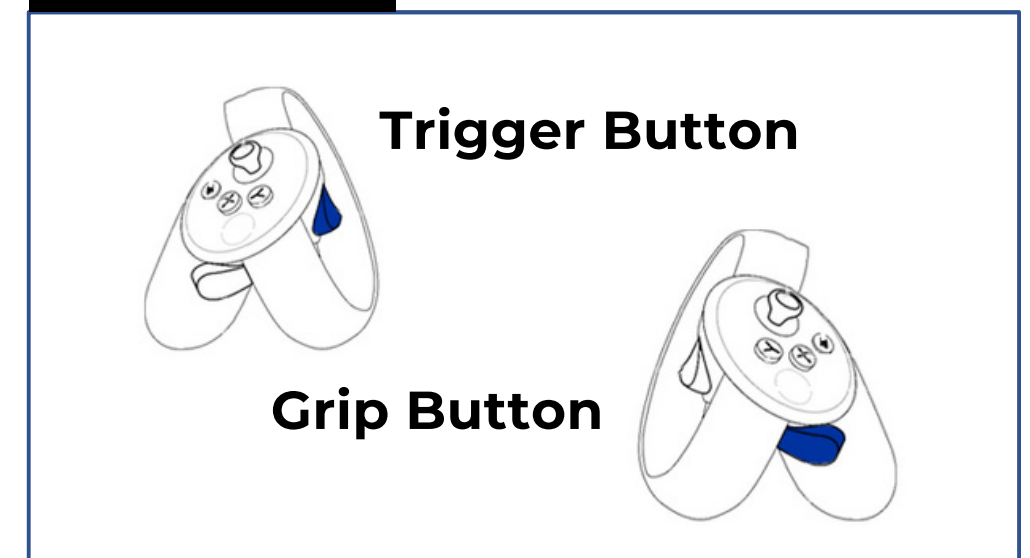
Panel No:1



User Position



Interaction



Task Name:
The player succeeds in finishing/emptying the line

Frame 31

The player succeeds in finishing/emptying the line so a congratulatory board appears.

Voice Interaction:

 Congratulations ! You have conquered your negative urges!

Sound Interaction

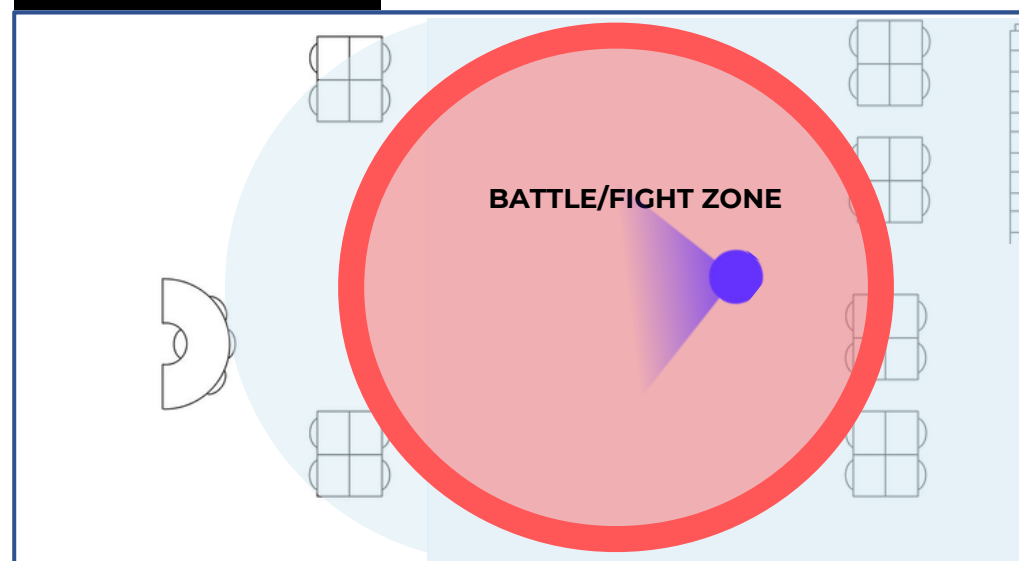
Cheering sounds fade in.

Panel No:1

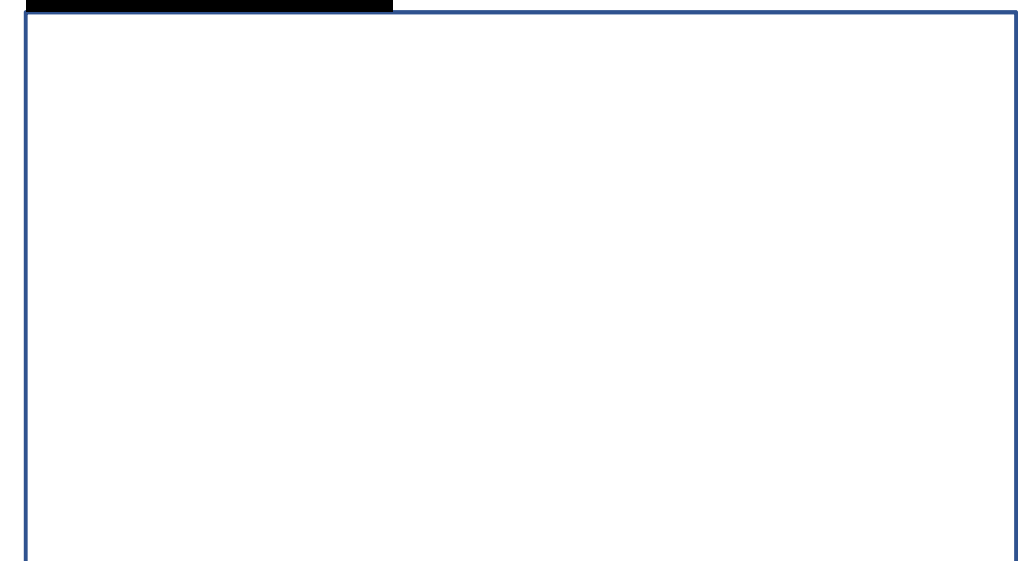
PROBABILITY 1



User Position



Interaction




Task Name:

Gameplay

Frame 32

The player is placed in the original classroom settings.

Voice Interaction:

 Now you can finish your project successfully!

Sound Interaction

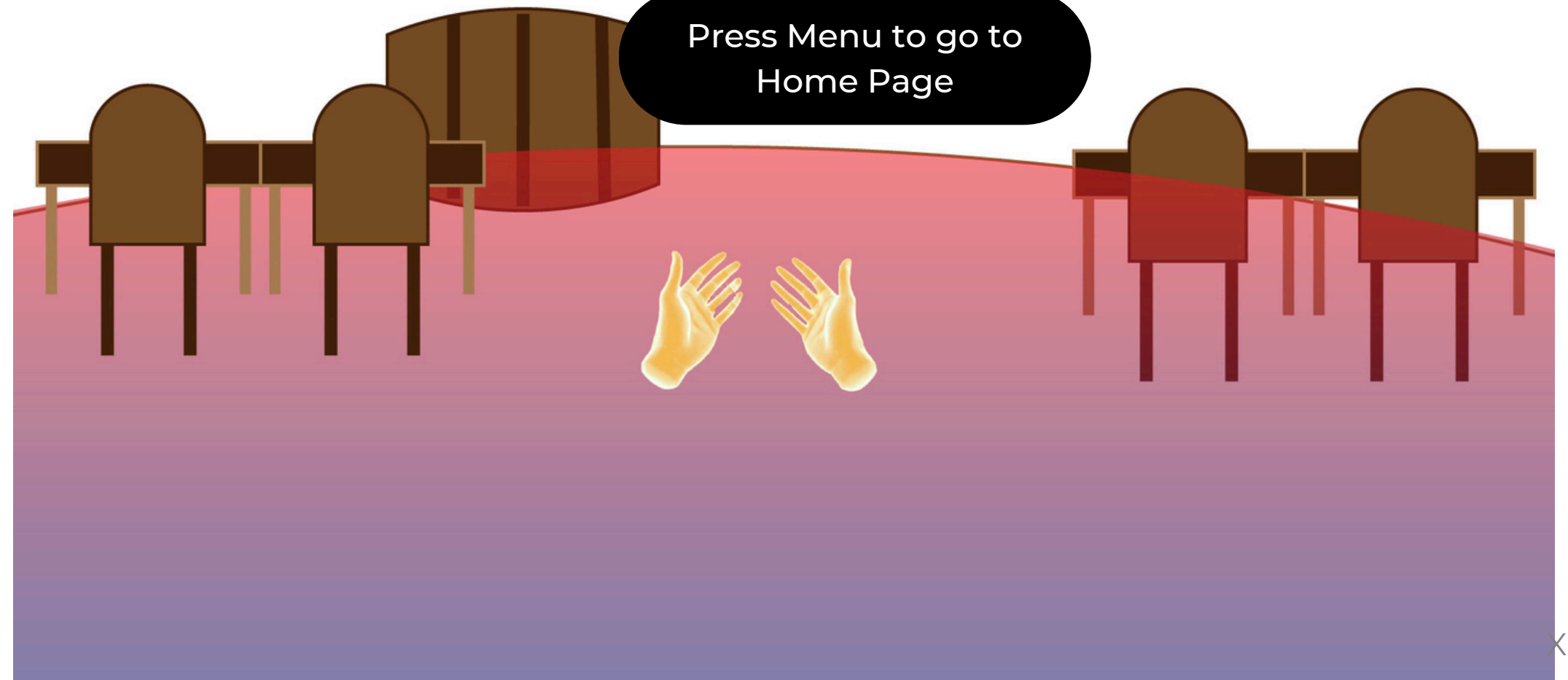
Cheering sounds continued.

Panel No:1

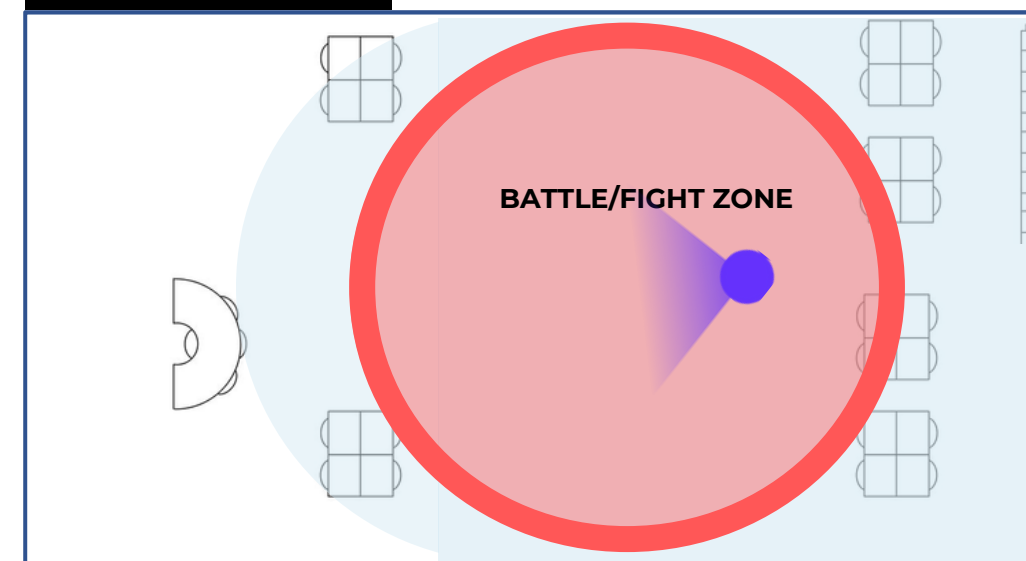
PROBABILITY 1

Now you can finish your project successfully!

Press Menu to go to Home Page



User Position



Interaction




Task Name:

The player fails in finishing/emptying the lifeline

Frame 33

A message of failure appears along with the option of 'Retry' and 'Go back to Main Menu'.

Voice Interaction:

 Oops! You seemed to have failed in accessing your project. You can retry or go back to main menu.

Sound Interaction

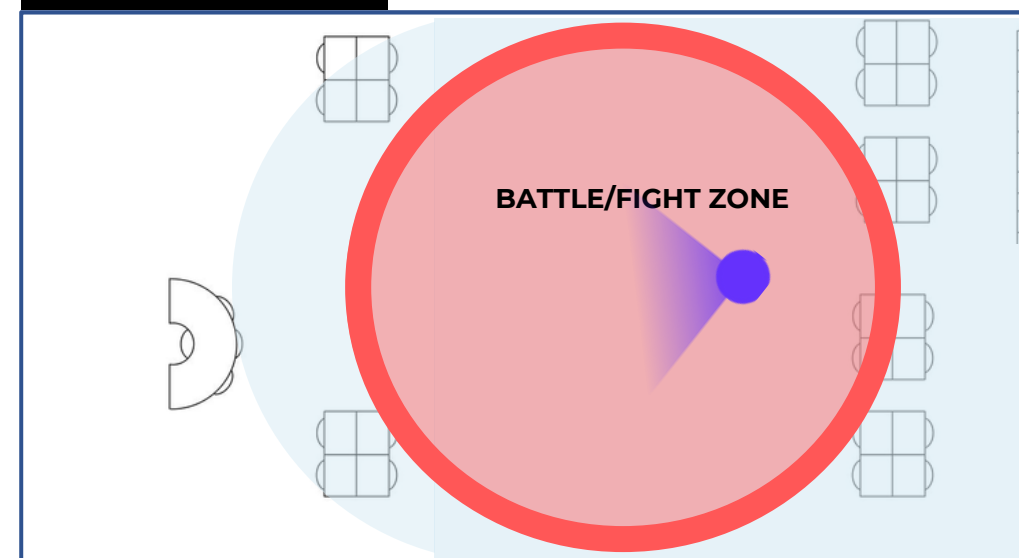
Booing sounds fade in.

Panel No:1

PROBABILITY 2



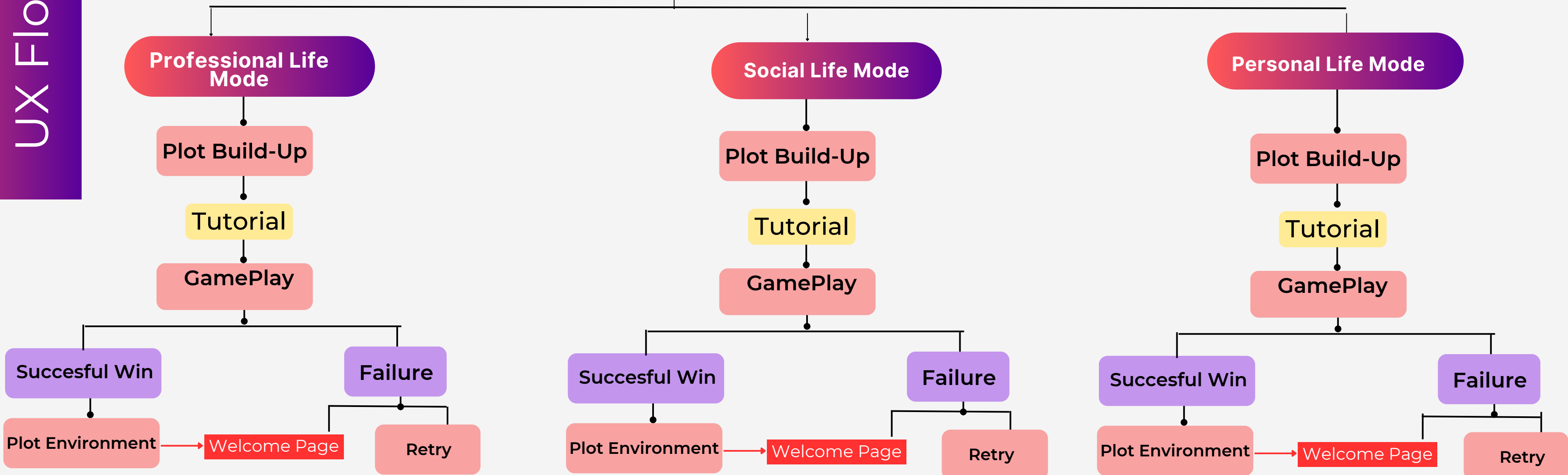
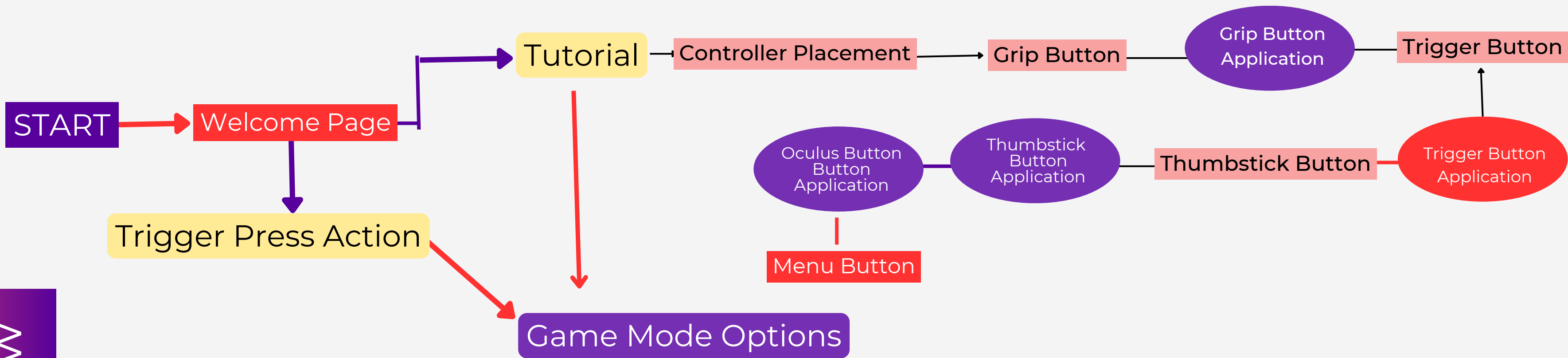
User Position



Interaction



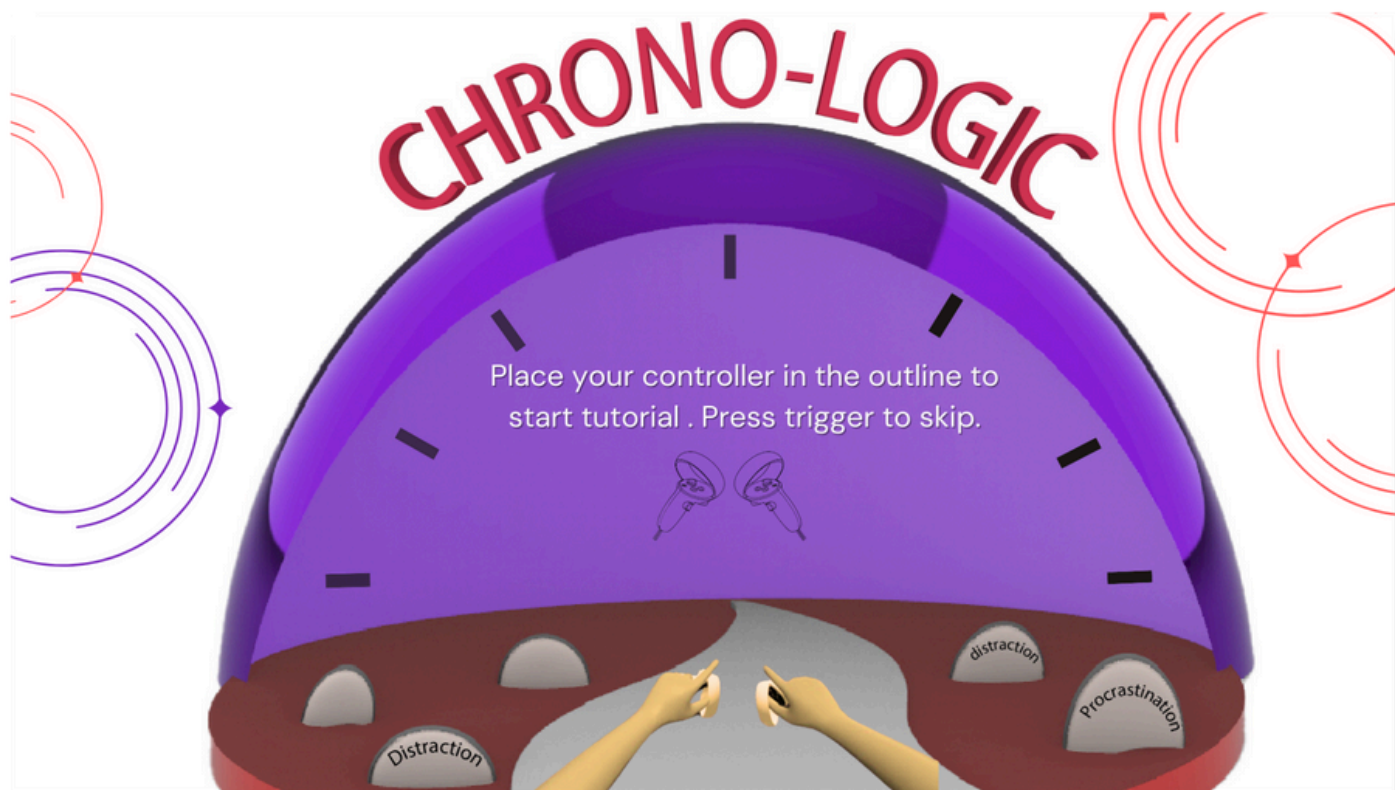
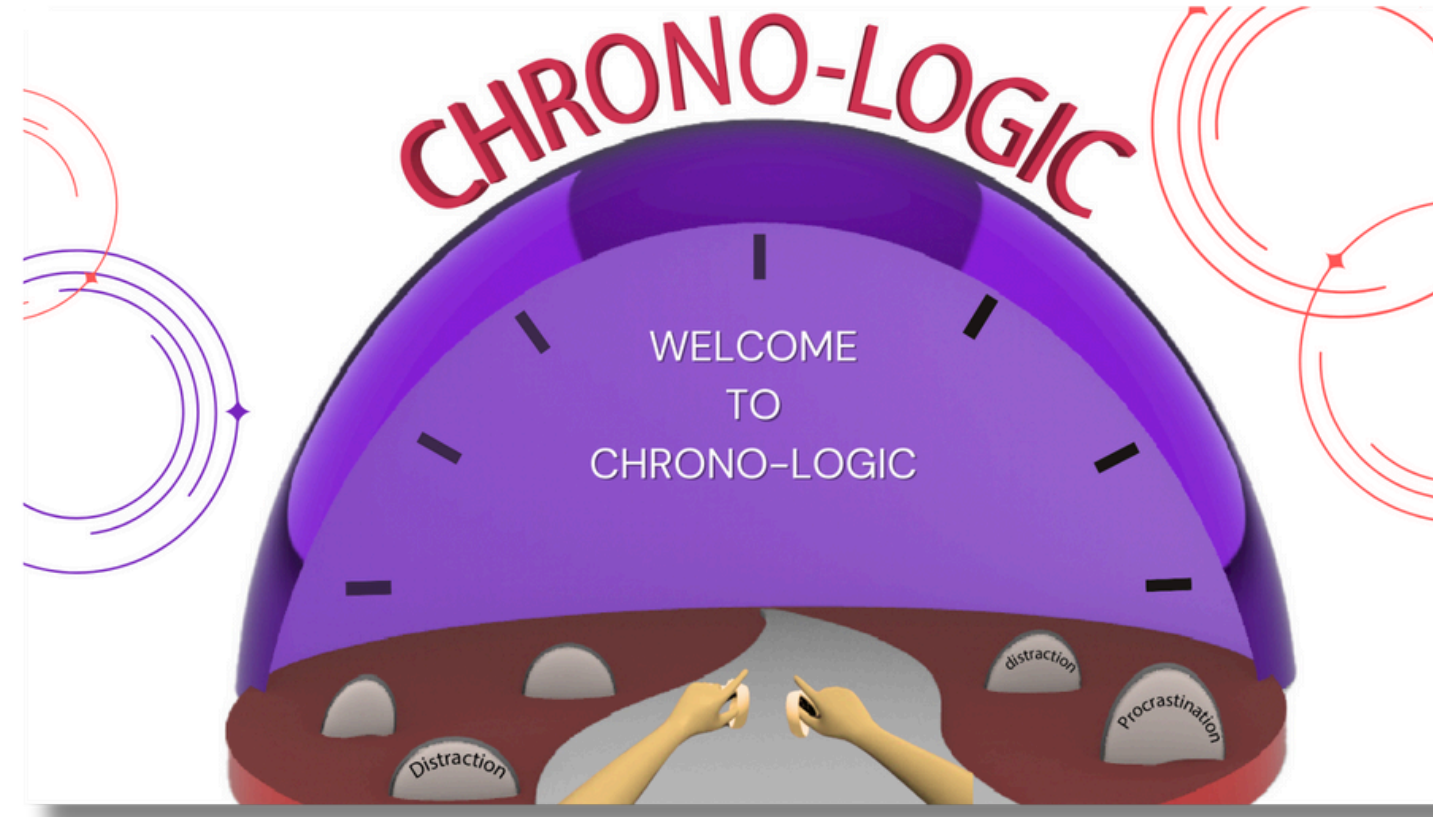
UX Flow



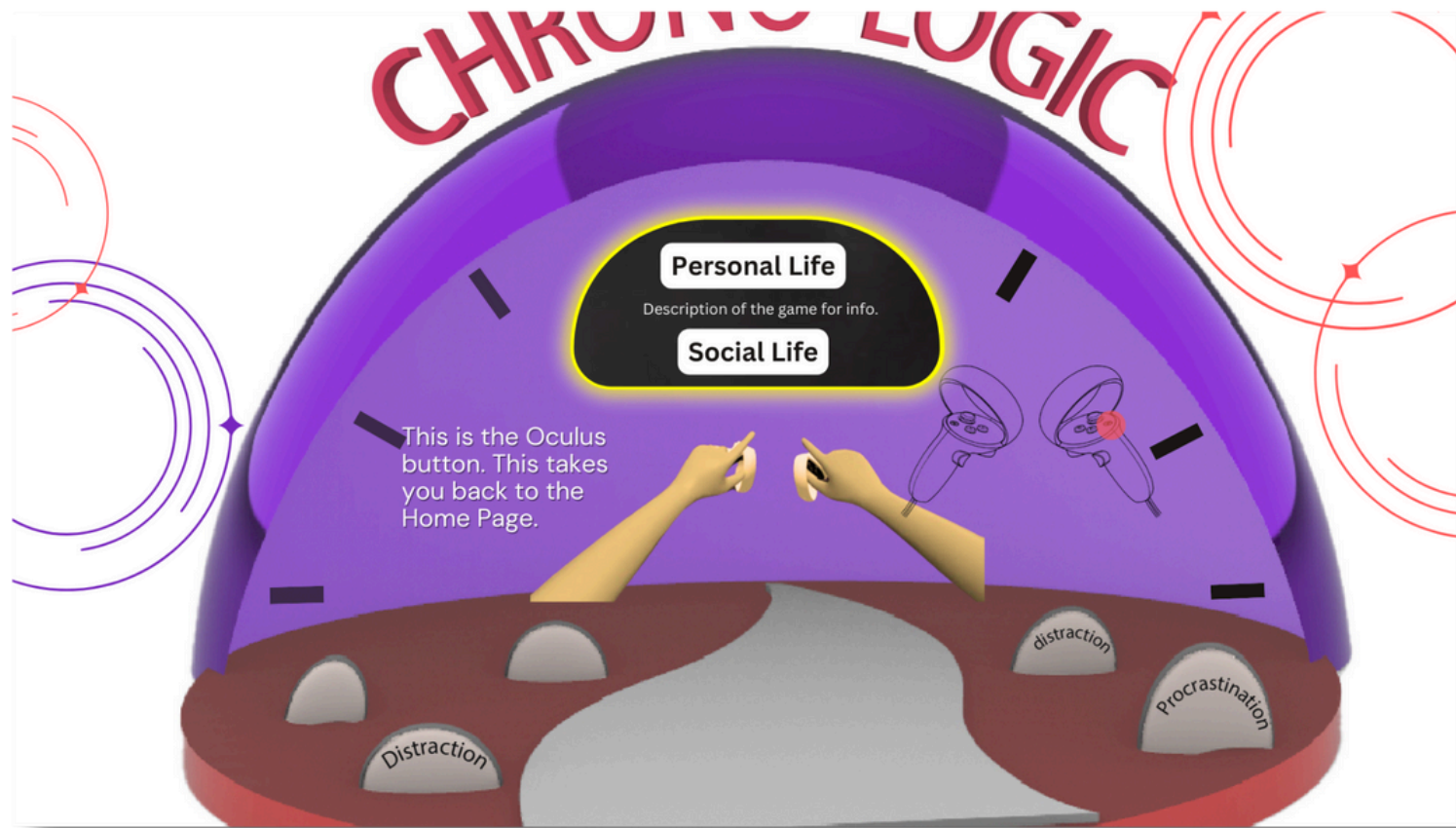
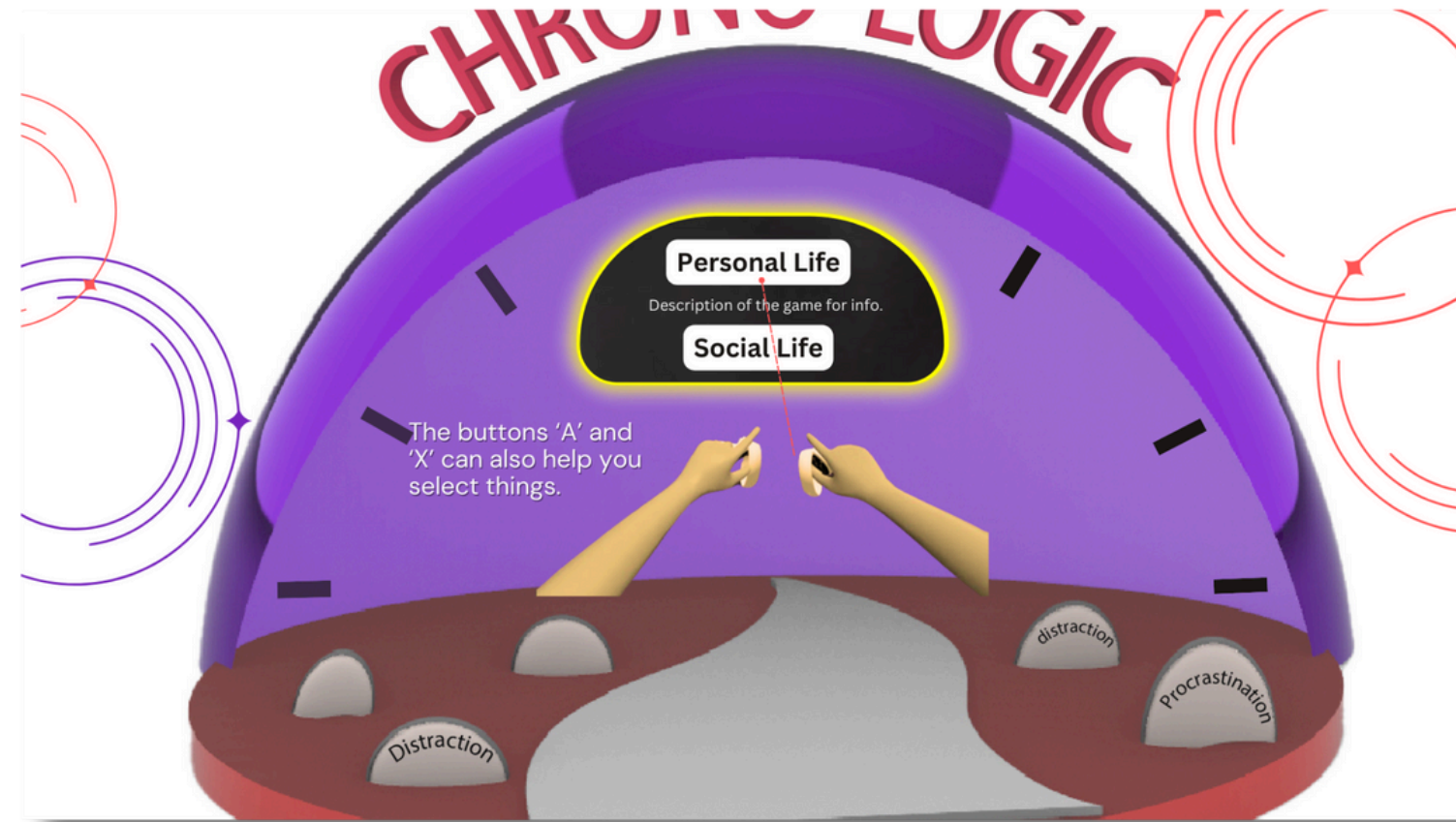
Part 3

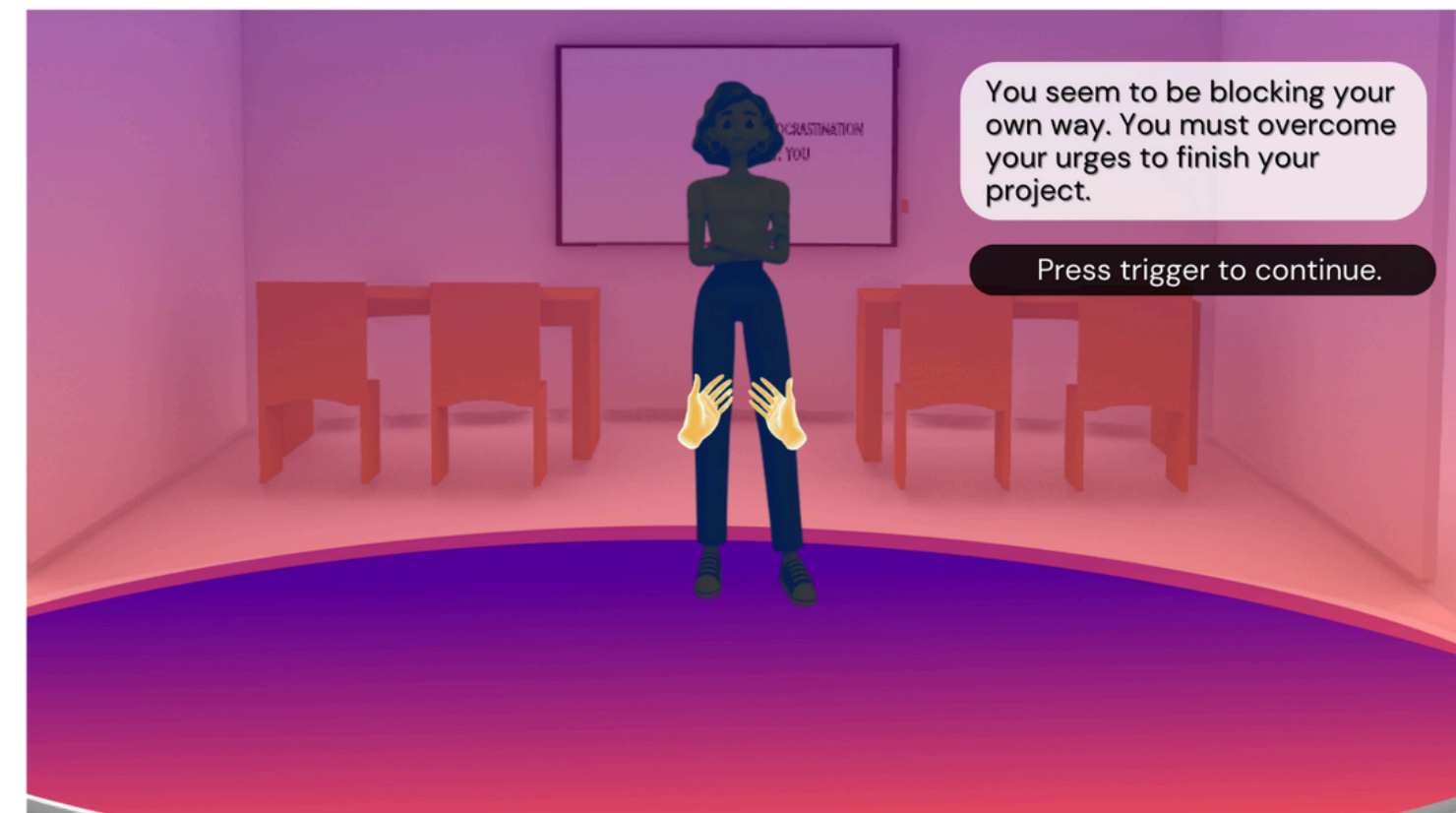
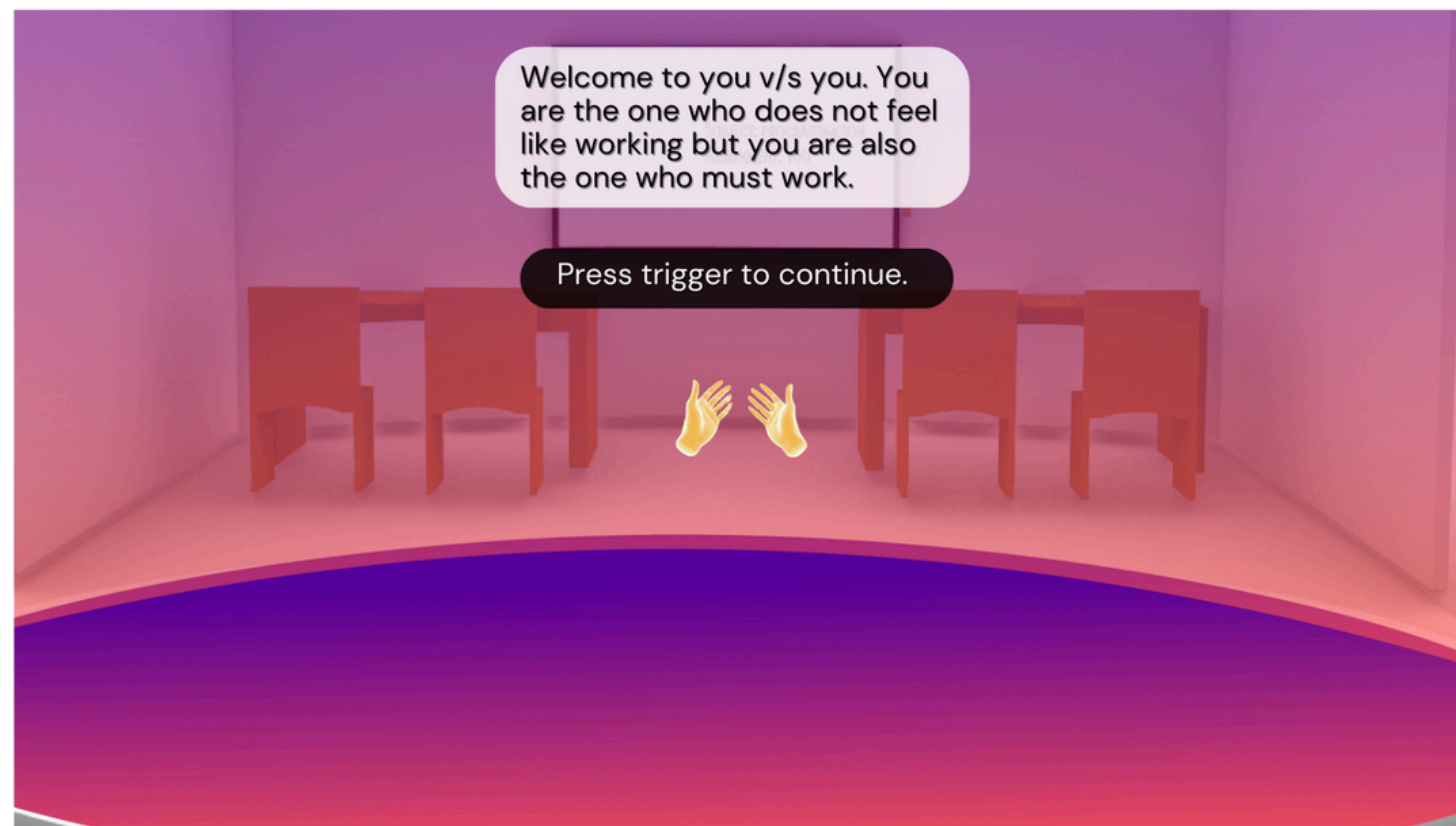


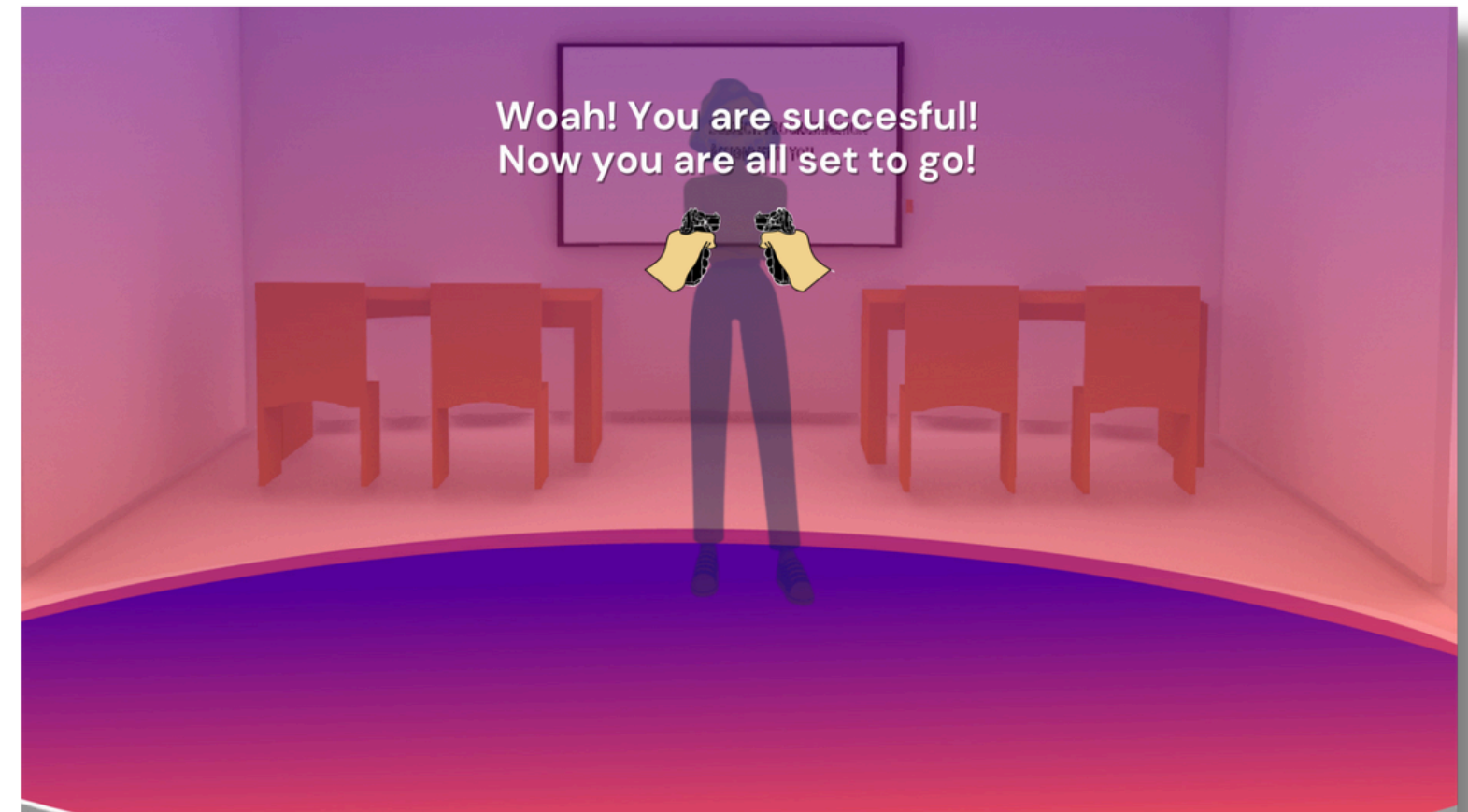
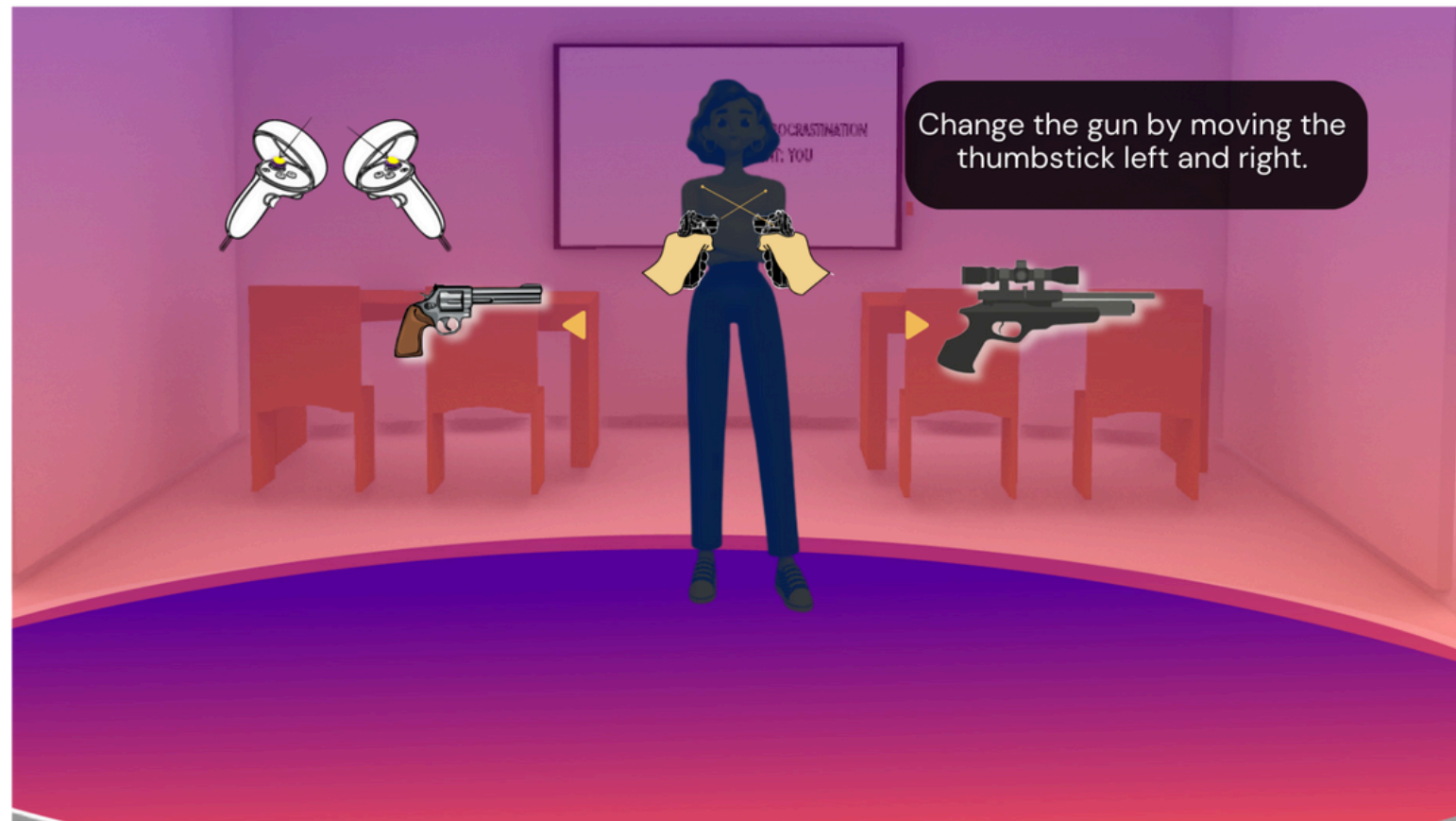
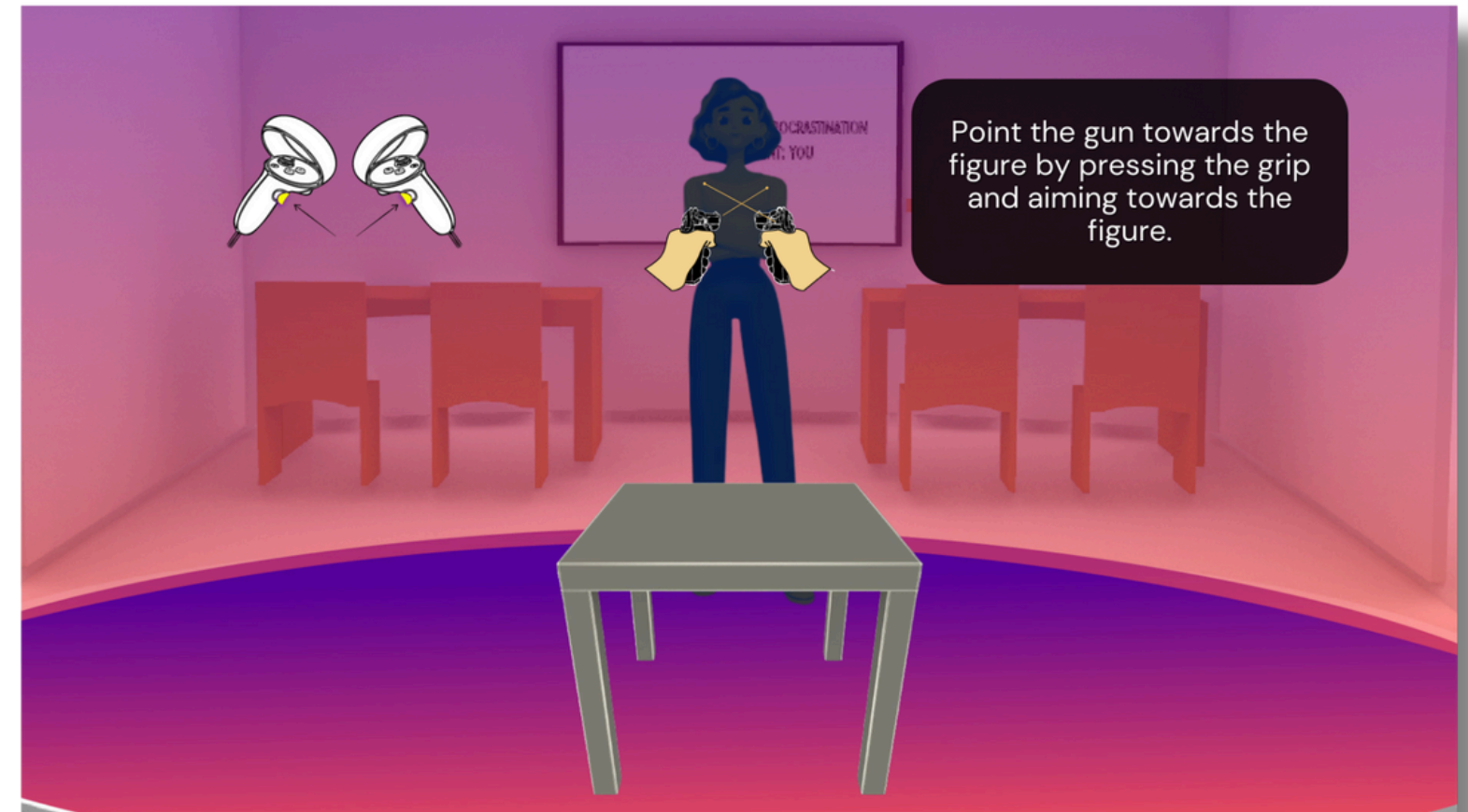
User Interface-Final Screens











Get rid of your negative urges in the 6 minutes. Get ready in three....



Get rid of your negative urges in the 6 minutes. Get ready in two



Get rid of your negative urges in the 6 minutes. Get ready in one....



OVERTHINKING

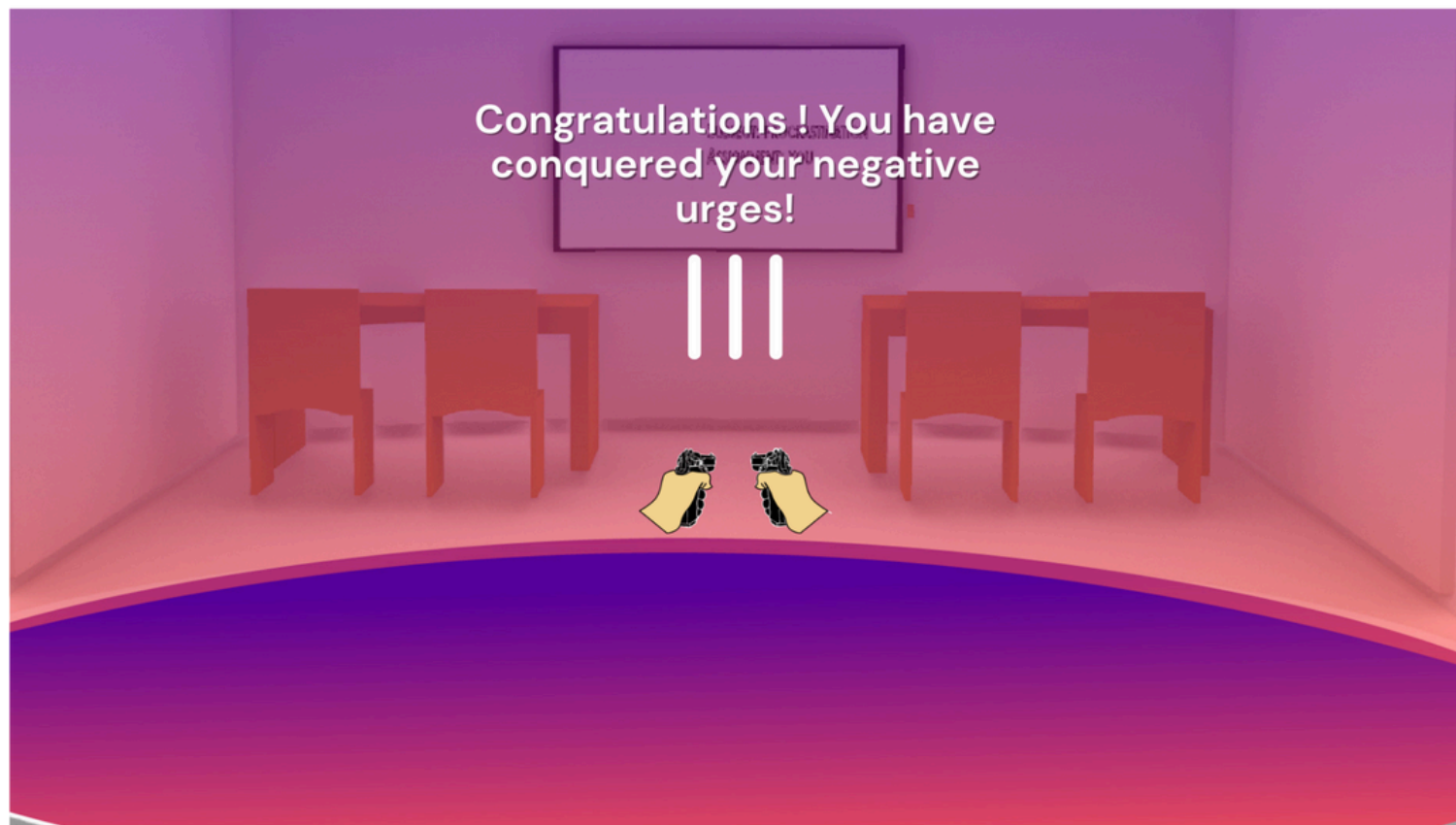
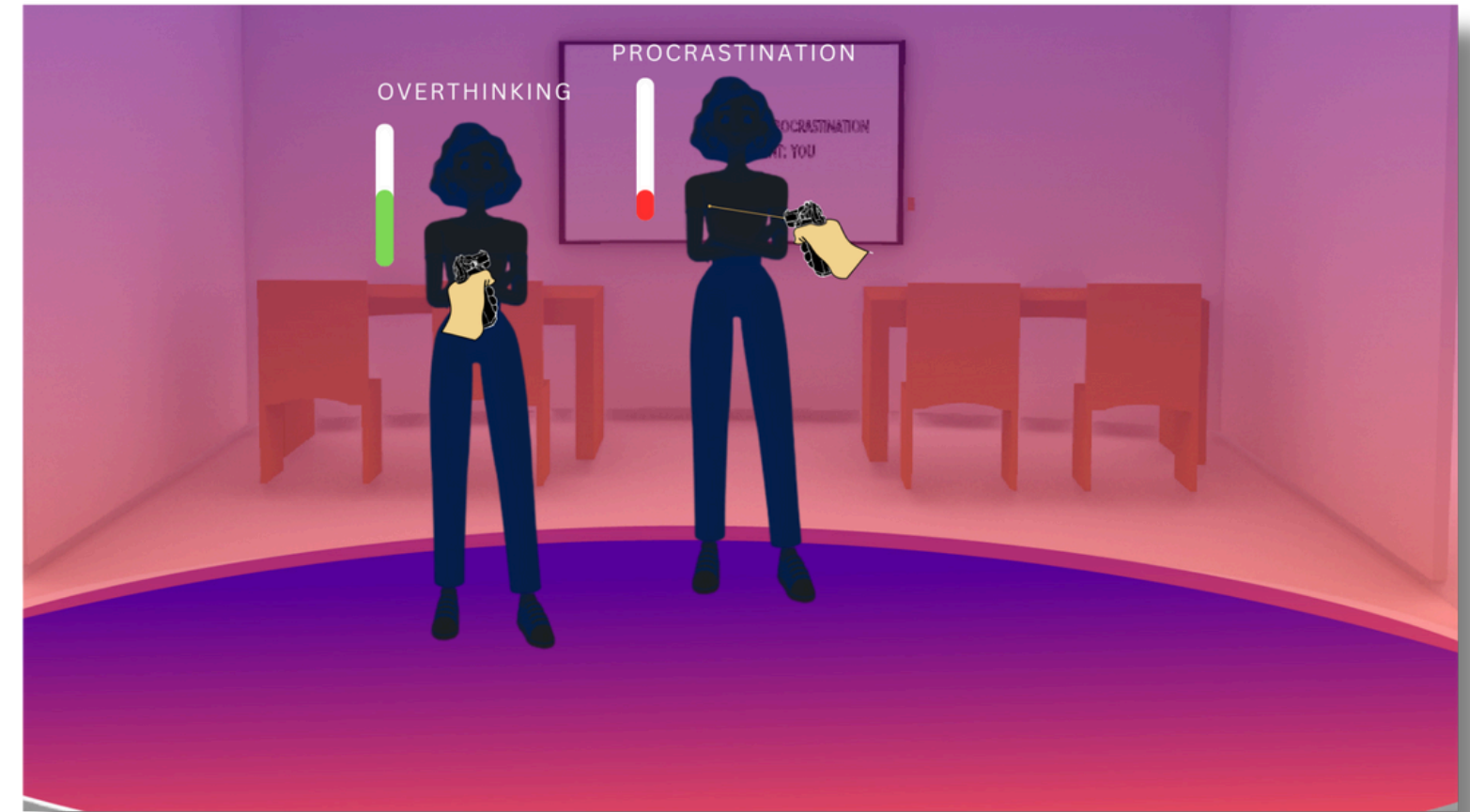
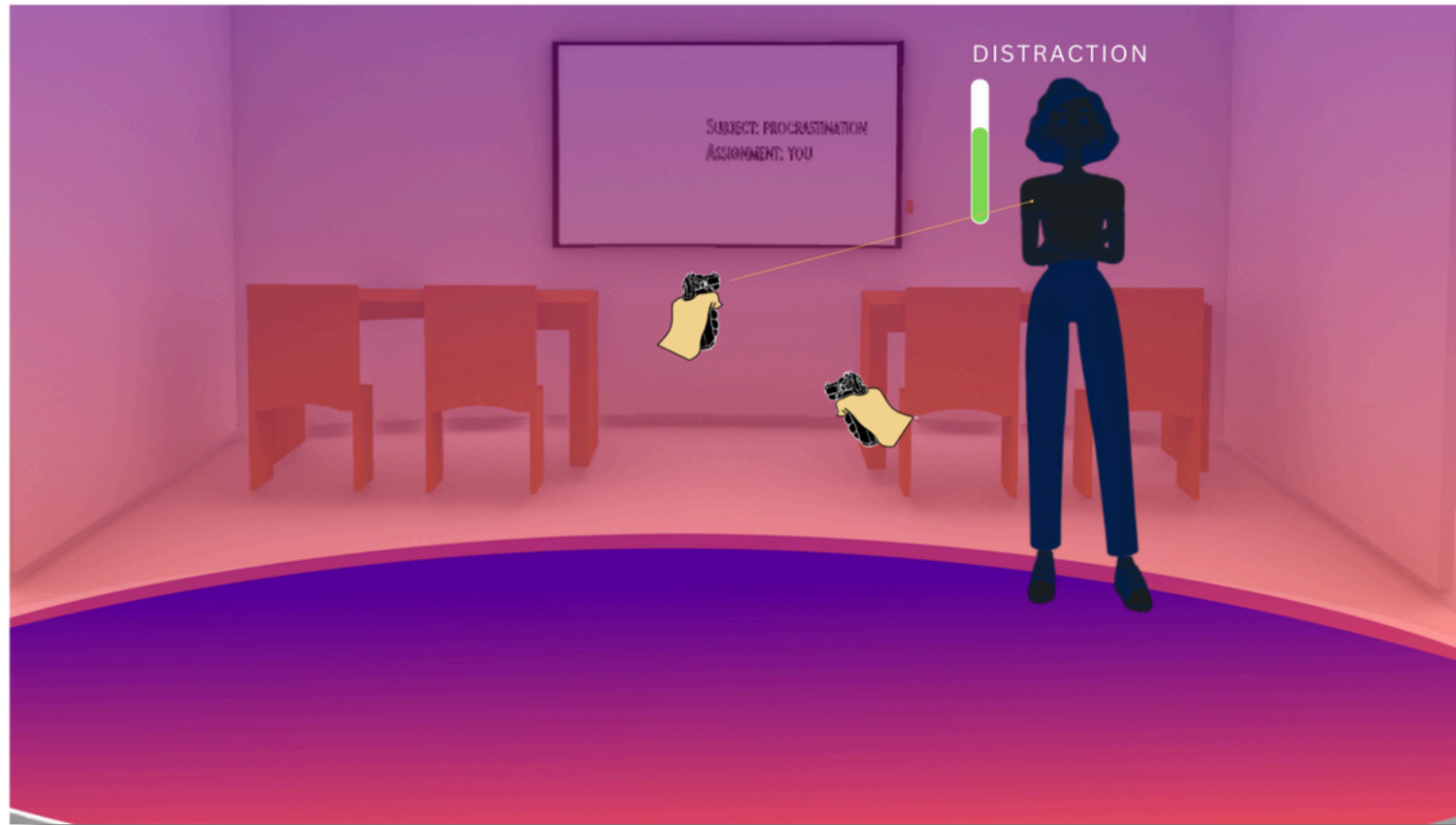


PROCRASTINATION



DISTRACTION



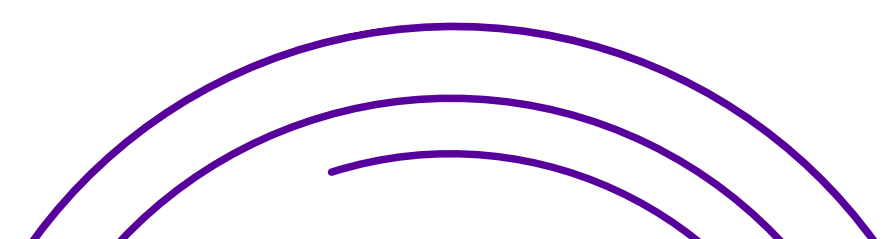


Key Benefits

- Self-Training :** The game is played individually so it promotes self-learning and the users can train themselves without anyone's help.
- Time Awareness Improvement:** This game can assist in developing a better sense of time awareness. Users can practice estimating and managing time effectively, leading to improved time-related decision-making skills.
- Interactive Learning Experience:** This VR time-management can offer interactive challenges and activities, allowing users to actively participate in the learning process. This hands-on approach can enhance understanding and retention of time management concepts.
- Real-time Feedback:** This game provides instant feedback on users' time management skills through their scores and results. This immediate feedback loop allows users to identify areas for improvement and adjust their strategies in real-time.
- Goal Setting and Achievement:** Players can improve their their ability to set goals and achieve desired results in a set time frame by practicing the framed activities in the set time-frame.
- Stress Management Training:** The game also incorporates high-pressure situations through the short time given for multiple tasks , helping users develop stress management skills. Learning to prioritize tasks and make decisions under pressure can be valuable in real-life situations.

Development Process



- Concept and Planning
 - Research and Interview
 - Choose VR Development Tools
 - Environment Design
 - VR Interaction Design
 - Optimizing graphics, assets, and code for better performance, especially considering the hardware limitations of VR devices.
 - Designing VR-friendly UI elements that are easy to read and interact with in a three-dimensional space.
 - Implementing spatial audio to enhance the immersive experience.
- 

Summary

The Chrono-Logic Game has been designed to help people train themselves to manage their time better in an efficient manner. Uptil now, the game has been designed from a Student point of view with three sets of mode that represent the different aspects of our life.

Future Roadmap

- Setting for a corporate employee point of view will be designed.
- Design for the social and personal time-block.
- Creative and tougher distractions.
- More interactive elements will be introduced.
- Rewards and power-boost features will be added.

Scenario

Personal Life Time Block

Making bread butter toast and clean the bedroom before leaving.

Summarised Task Flow

1. User will be placed at the living room. They will have to perform the following tasks in 15 minutes.
2. They will then have to enter the kitchen.
3. Then they will have to take the bread out and slice them.
4. Then they will place the bread in the toaster.
5. Then they will have to switch on the toaster.
6. Then they have to let the bread toast and switch off the toaster when it is done.
7. Then they will have to take the knife and apply butter on it.
8. Then they have to butter the toast.
9. Then they have to walk to their bed room.
10. Then they have to pick up all the garbage items from the floor.
11. Then they have to throw them in the dustbin.
12. Then they have to put the pillows in their place.
13. Then they will the finish the task.

Scenario

Social Life Time Block

The user solves puzzles with the preview of a landscape in an environment experiencing the feel of the landscape.

Summarised Task Flow

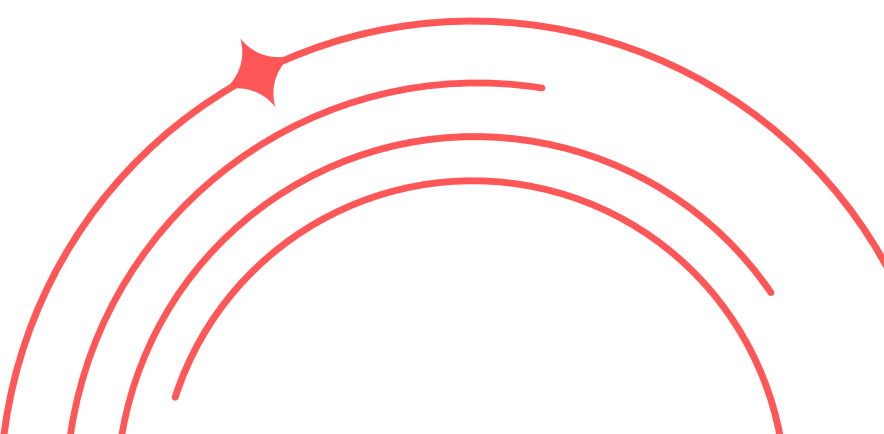
1. User is placed in a colourful landscape with flowers, lights on trees and an open sky.
2. They have the view of a beautiful landscape across the garden covering a sea and mountains and some flowers for few minutes.
3. Then the landscape disappears and only an empty barren land remains.
4. A few pieces of puzzle appear in the ground and 9:16 board appears in front of them.
5. A dialogue box appears asking saying “Place the pieces at the preview of the previous environment in the next 6 minutes”.
6. Then they have to a piece ad place it on the board.
7. The more they solve in the right direction puzzle the more the view and colour of the previous landscape returns.
8. If they solve heading in the wrong direction the colours fade.
9. They have to continue till the whole picture of the landscape gets completed.
10. If the player finishes the puzzle in the next 6 minutes they win and can go back to Home Page.
11. If the player fails to finish their puzzle in the next 6 minutes, they can retry or go back to Home Page.



Challenges

- Designing an intuitive and non-intrusive user interface along with balancing information accessibility without overwhelming the player is essential was challenging.
- Implementation of multiple tasks was difficult because it can overwhelm players, leading to cognitive load issues.
- Integrating a compelling narrative into a time management game was tricky so as to ensure that the story enhances the gameplay rather than distracting from it is essential.
- Developing engaging and diverse time-related challenges that keep players interested was challenging since striking a balance between variety and coherence is crucial.
- Players might experience time differently in VR, affecting their ability to manage tasks efficiently.
- VR hardware varies, and not all players will have the same capabilities.

Lessons Learned

- I learnt to experiment with intuitive and immersive UI elements, such as spatial UI or in-world indicators to ensure they enhance rather than detract from the VR experience.
 - I picked up the process of gradually introducing mechanics and tasks to players, providing clear tutorials and ensuring a smooth learning curve through use of visual and auditory cues to guide players.
 - I also learnt to use immersive storytelling techniques that complement the time management aspect.
 - I practiced creating a compelling narrative or scenario to keep players invested through varied challenging tasks to prevent monotony alongside a scoring system.
 - I learnt to implement comfortable movement mechanics to find the right balance between immersion and comfort.
- 

Thank you