PROJECT PLAN

PONDER

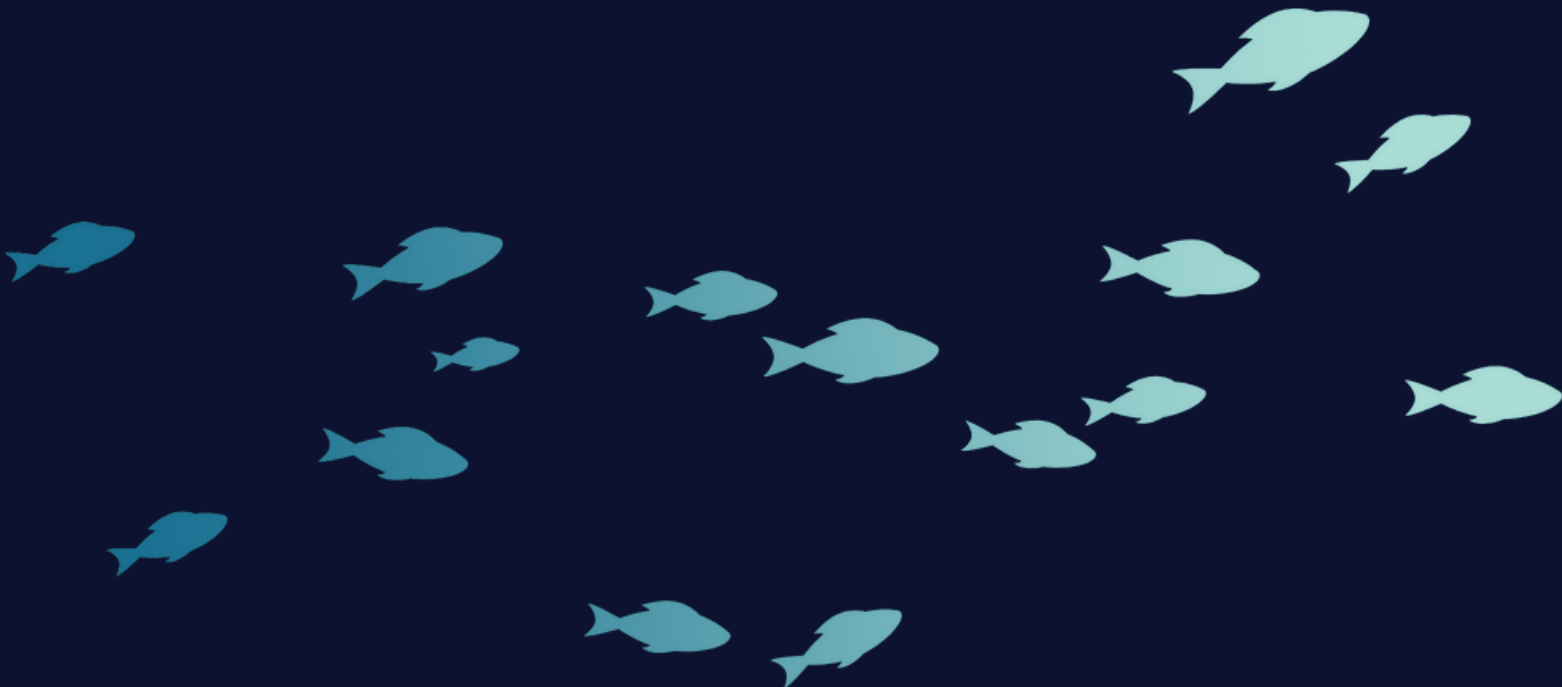Emily Zacharias
Olivia Colburn
Gracie Banta
Esther Kim
Shilin Liu

PROJECT OVERVIEW

Our team is developing "Ponder: Man, I Love Fishing!"—an immersive AR fishing app exclusively for Apple Vision Pro. Designed to provide a tranquil and relaxing experience, the app features low-poly 3D graphics for a unique aesthetic, carefully crafted fishing environment, and realistic sound design. Users can immerse themselves into the world of fishing and have leisure moments away from their hectic lifecycles.

TEAM MEMBERS

GRACIE BANTA
Creative Lead // UX/UI

OLIVIA COLBURN
Content and PR Writer

ESTHER KIM
Promotions and Team Lead

EMILY ZACHARIAS
App Developer Lead // UX/UI

SHILIN LIU
Art Director // 3D Modeling

DELIVERABLES

- **"Ponder: Man, I Love Fishing!"** - Our primary product, an immersive AR fishing app for Apple Vision Pro, designed to offer users a serene and relaxing fishing experience.

- **Booth Presentation:** An engaging presentation for showcasing the app's features, benefits, and interactive demonstrations.

- **Final Stage Presentation:** A polished and informative presentation to highlight the development journey, achievements, challenges, and the app's unique selling points.

- **Project Website:** A dedicated website providing detailed information, updates and support for the app users.

- **Project Trailer:** A captivating video trailer offering a sneak peek into the app's captivating fishing world, generating excitement and anticipation among potential users.
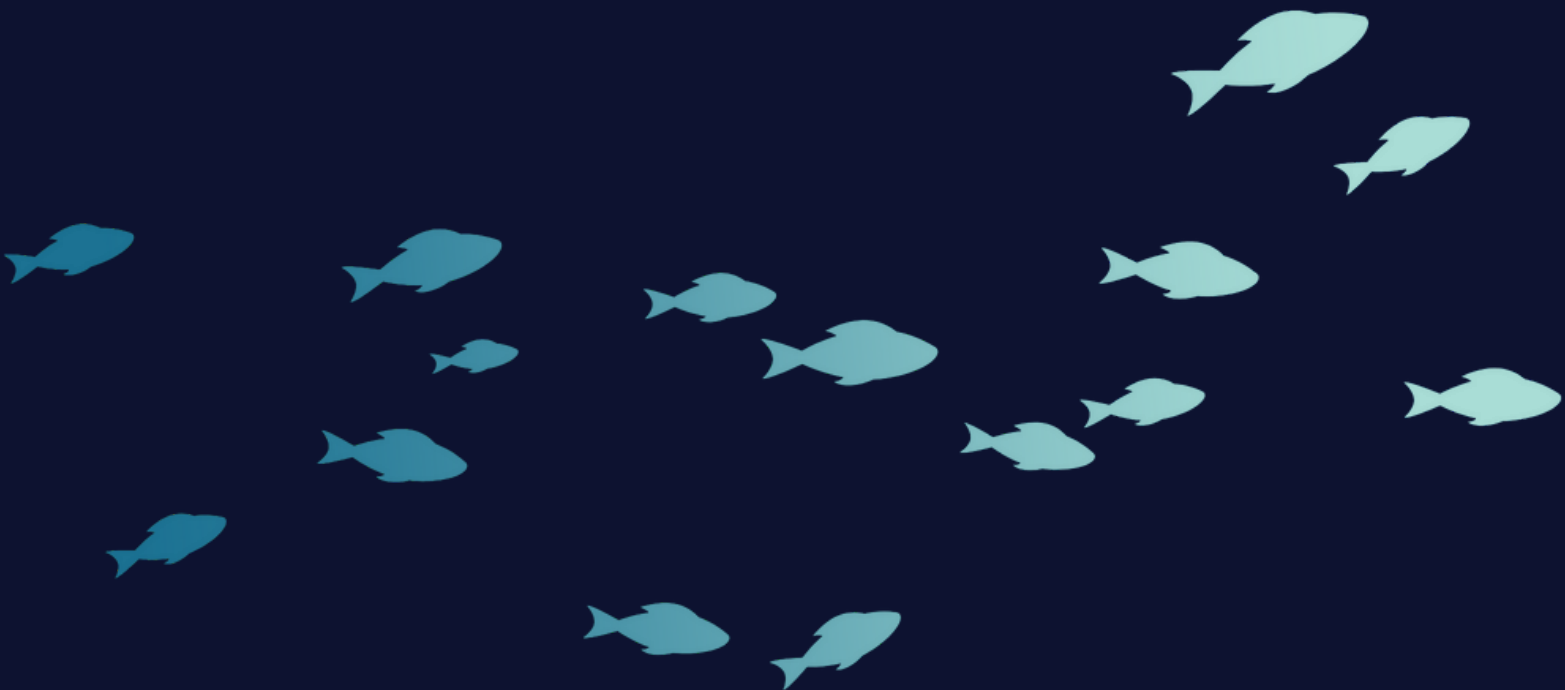
PROJECT TIMELINE

CHECKPOINT ONE

09/12

Alpha + project plan + exploratory
Research + sketches of 3D models

CHECKPOINT TWO

10/03

Beta + essential 3D models + basic Xcode
framework

CHECKPOINT THREE

10/24

1.0 + polishing of interface

CHECKPOINT FOUR

11/16

1.1 + debugging + performance enhancing

PROJECT TRAILER

11/30

Overview of Ponder: features, FQA and
demonstration videos

SLAM

12/08

Project showcase
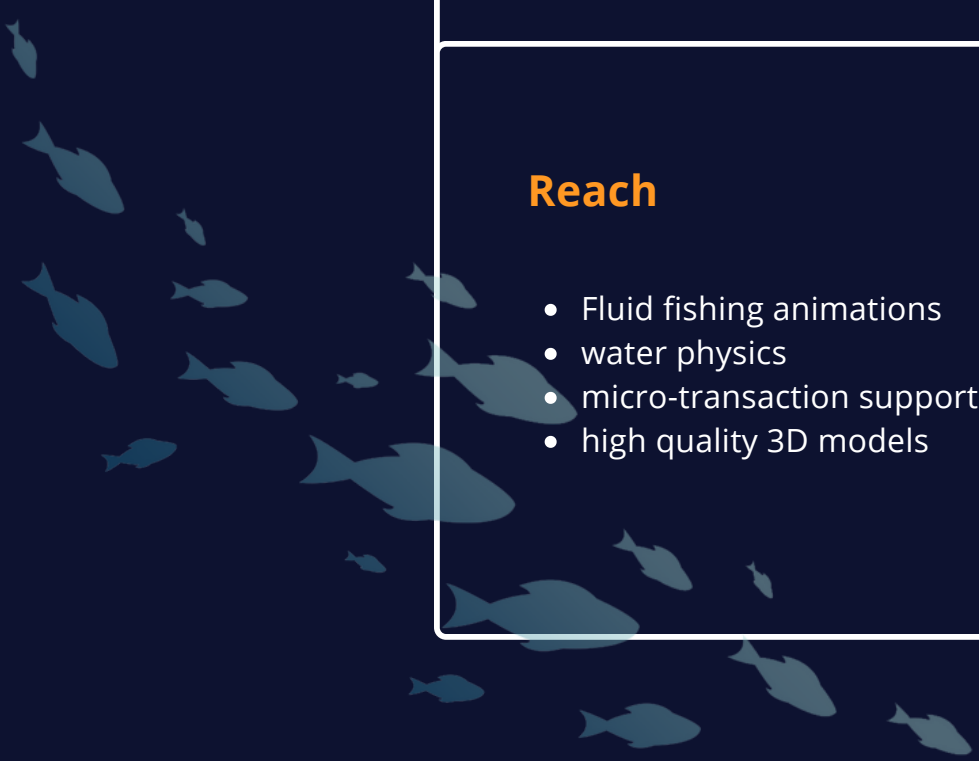
PROJECT GOALS

Safety

- Functional fishing mechanics
- 3D models for fish and pound
- sound effects

Main

- Water bubble animations
- Various fish types
- Various pound types
- Various rod types

Reach

- Fluid fishing animations
- water physics
- micro-transaction support
- high quality 3D models

CHALLENGES/SOLUTIONS

Challenges

1. Inexperience with Vision Pro App Development: Our team lacks prior knowledge in Vision Pro app development.

2. No Access to Vision Pro Hardware: We don't have Vision Pro devices for testing.

3. Limited 3D Modeling Skills: Our 3D modeler lacks professional expertise.

4. Complex Xcode Setup: Transitioning Xcode for 3D gaming is technically complex.

Solutions

1. Learning and Training:Invest in training and utilize online resources.

2. Simulators and Collaboration: Use Vision Pro simulators and potentially use other VR headset for hardware access.

3. Skill growth: Enhancing skills through practicing and hard work.

4. Research and Support: Thorough research and community support for Xcode setup.