

BURRITO PROJECT

VR-CHAT

GAME DEVELOPMENT CLUB OF CSUN

SPRING 2021

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# STATEMENT OF WORK

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## IDEA (WHO AND WHY)

*The Game Development Club (GDC) of CSUN wanted to provide a new way for club members to connect online and feel fully immersed while having fun during meetings without the awkward, silent, boring, long lectures Zoom meetings provided to university students.*

*Since the Game Development Club consisted of both computer science majors and art majors it was a no-brainer that the two combined could make a spectacular virtual place for club members to meet online and host club meetings, socialize and play games.*

*Thus, lead to the concept of creating a virtual world on vr-chat with three main rooms. A social room, a game room, and a conference room inclusive to all students of different backgrounds and accessibility by allowing virtual markers to be used for students to have the ability to communicate across all rooms.*

*The game is accessible online through steam under vr-chat worlds for both PC gamers and VR headset gamers.*

*We hope that this project lays the foundation for the next generation to come and pick up where we left off.*

*Why the Title Burrito Project?*

*We are glad you asked! As college students we hardly had money to buy wholesome food, so it was often a joke that the Pollo Loco BRC (Bean Rice and Cheese) sounded just like VRC (Vr- Chat). Hence forth, we decided to call it the Burrito Project or Project Burrito vice-versa.*

# TOOLS

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## For Design Plan

- Power point
- Sketchboard
- Floor Planner
- Online Whiteboard

## For Modeling:

- Unity Pro Builder
- Maya
- Unity free 3D asset store
- Sketchfab
- free3D.com

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## For 2D Art and Textures:

- Photoshop
- AdobeXD
- Pixabay.com

## For Web Development:

- Github pages
- HTML
- CSS
- Javascript
- Visual Studio Code
- Bootstrap

## For Records and Communication:

- Discord
- G- Suite tools
- Zoom

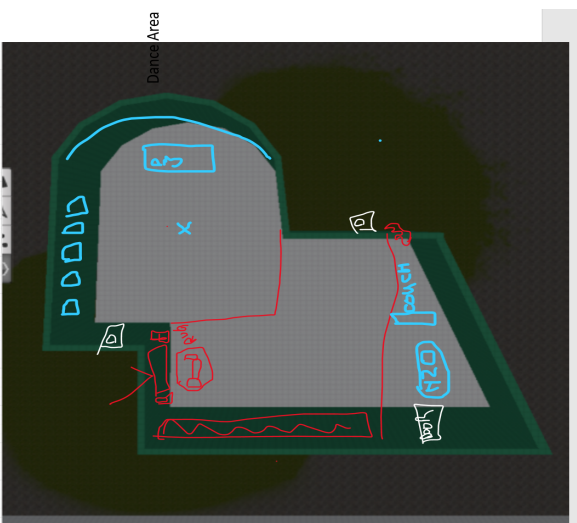
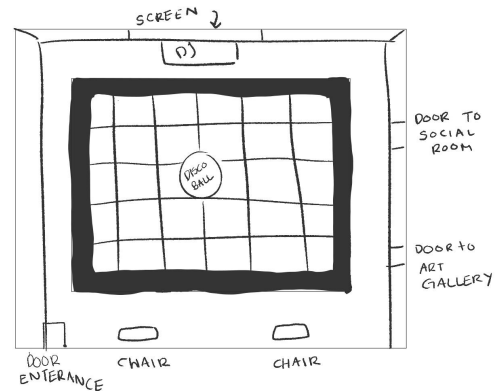
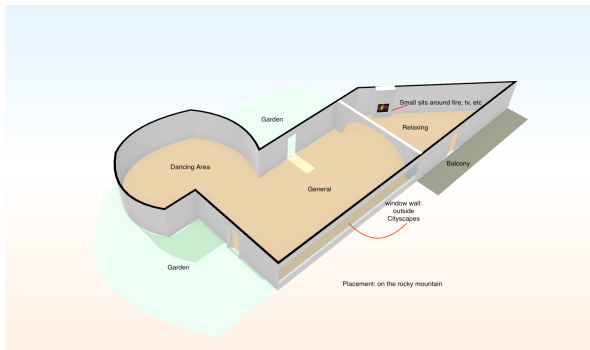
# ROOMS' BREAKDOWN

## Social Room:

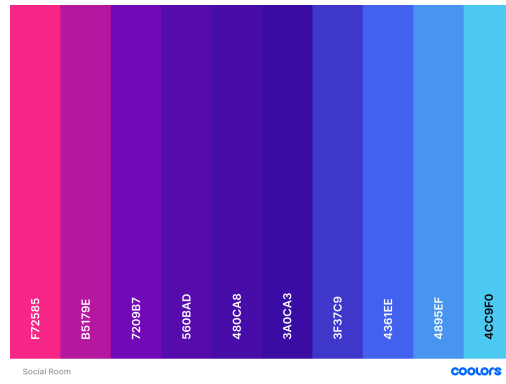
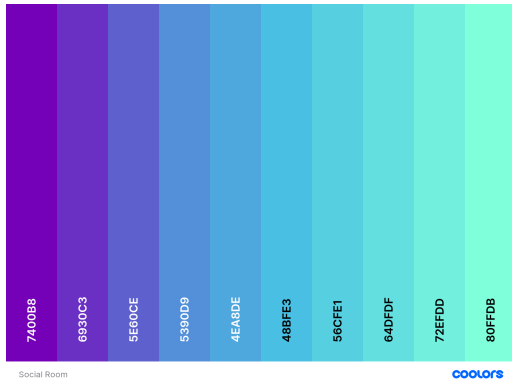
*Team: Kaery Orellana (Team Leader), Angelica Flores, Aaron Alvarez, Ben Burrill, and Parnian Javid.*

*Goal: Futuristic, modern, and Social! A room with dance, private and relaxing space!*

## *Floor Plan:*



# Interior Design:



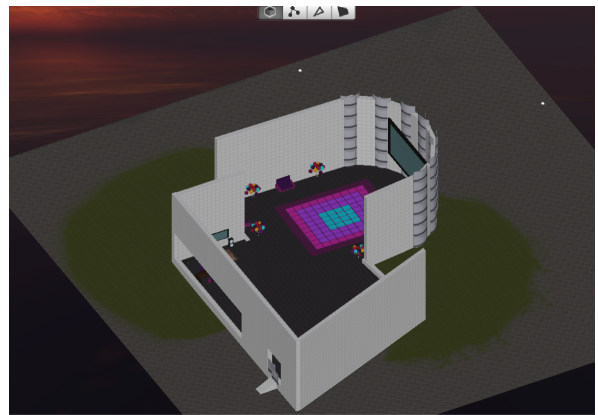
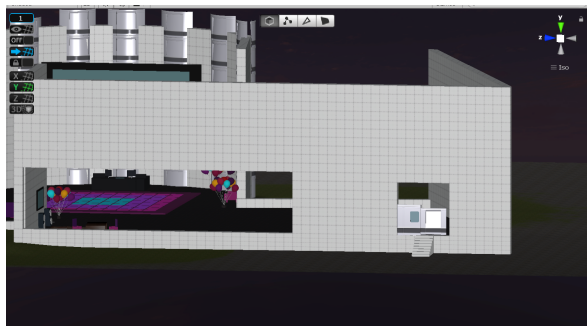
**Notes**

- Social room
  - has balloons
  - added a neon light shaped as fish
  - balloons on ceiling
  - Chairs
- Modern Room
  - TV?
  - couches
  - little desk in middle
  - rug
  - unsure of color palette
- Art Gallery
  - separate room
  - art displayed on wall

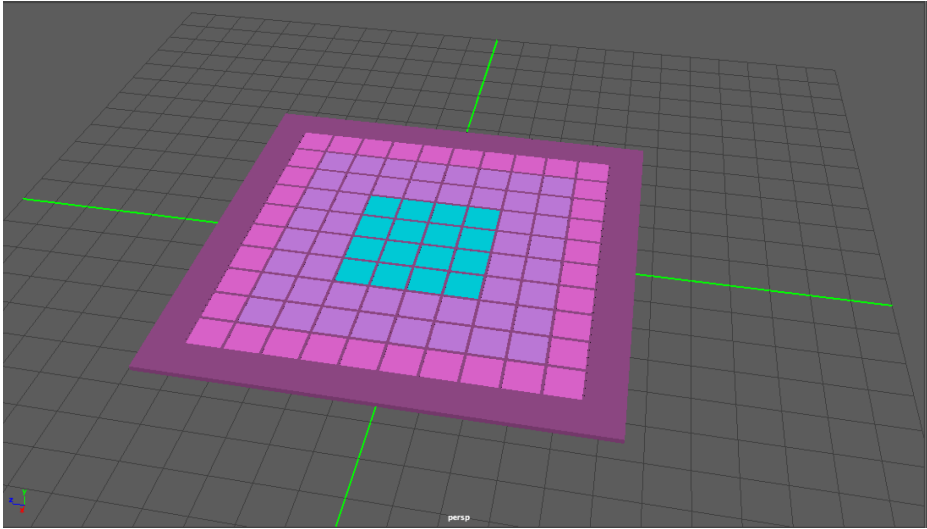
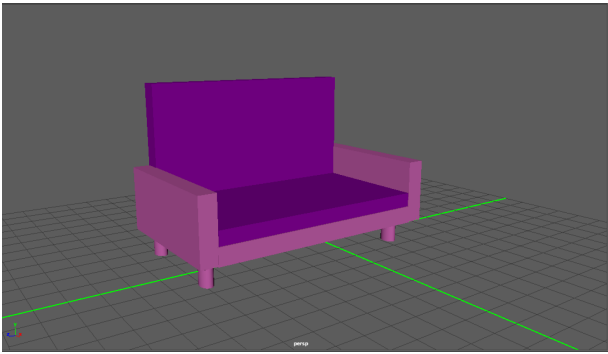
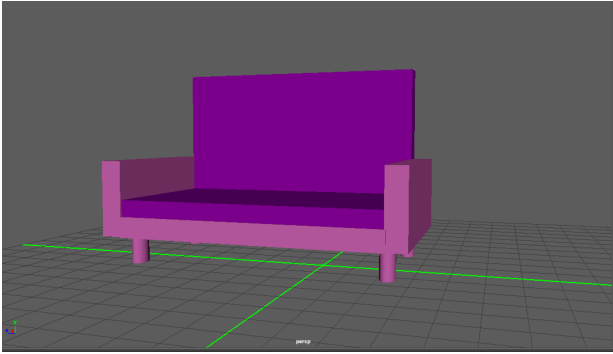
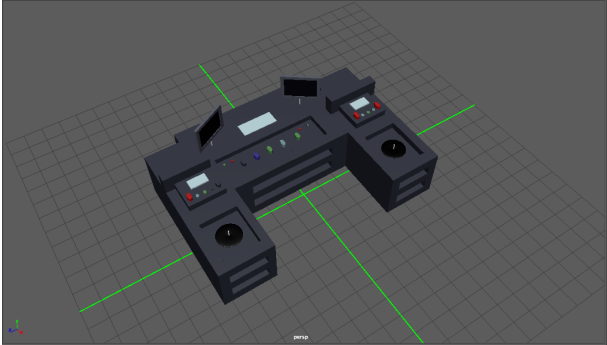
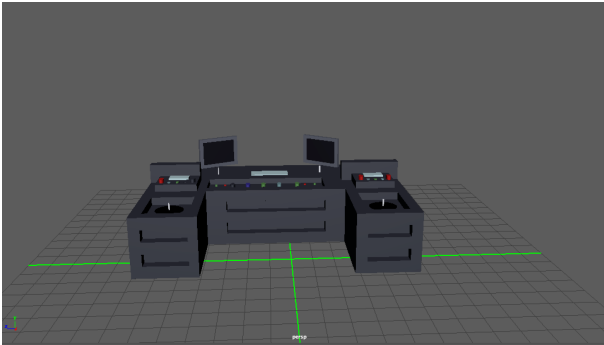
Additional notes for Social Room:

- big screen
- balloon animals
- dj?
- stereos on each side of big screen

# Development:



Development



Final Room:



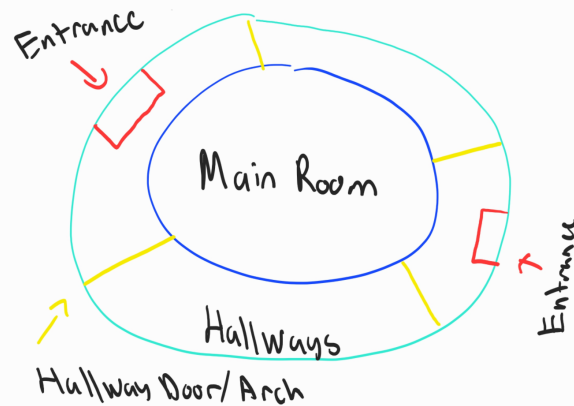
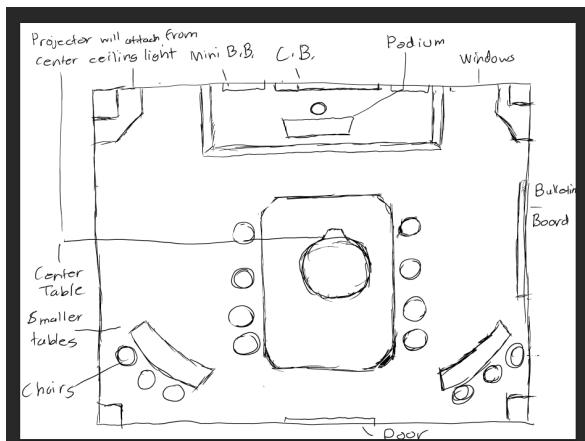


## Conference Room:

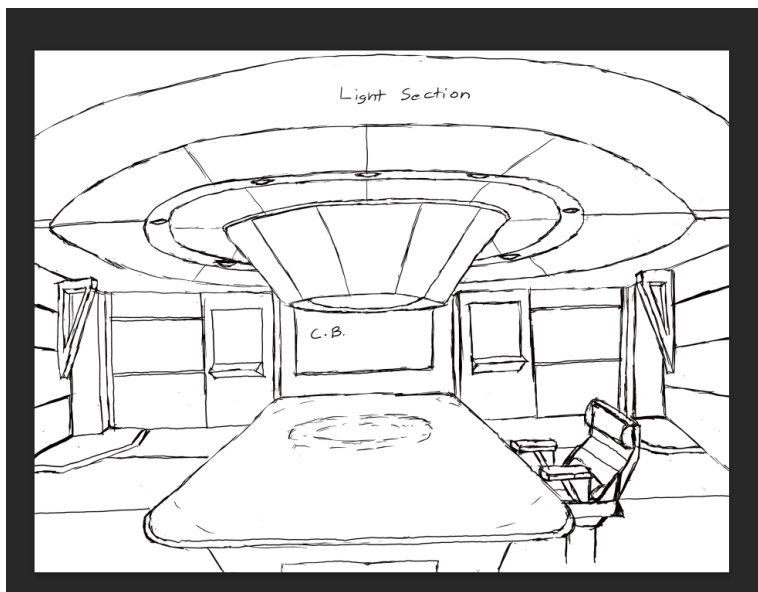
Team: (Team Leader) Steven Gomez, Aaron Alvarez, Angelica Flores, Kaery Orellana, and David Shin.

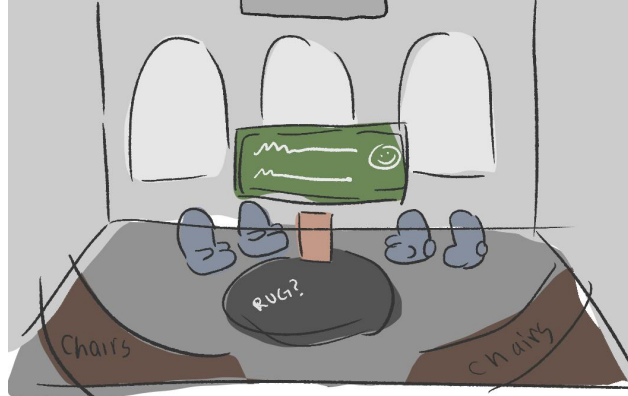
Goal: Modern room for meetings.

### Floor Plan:

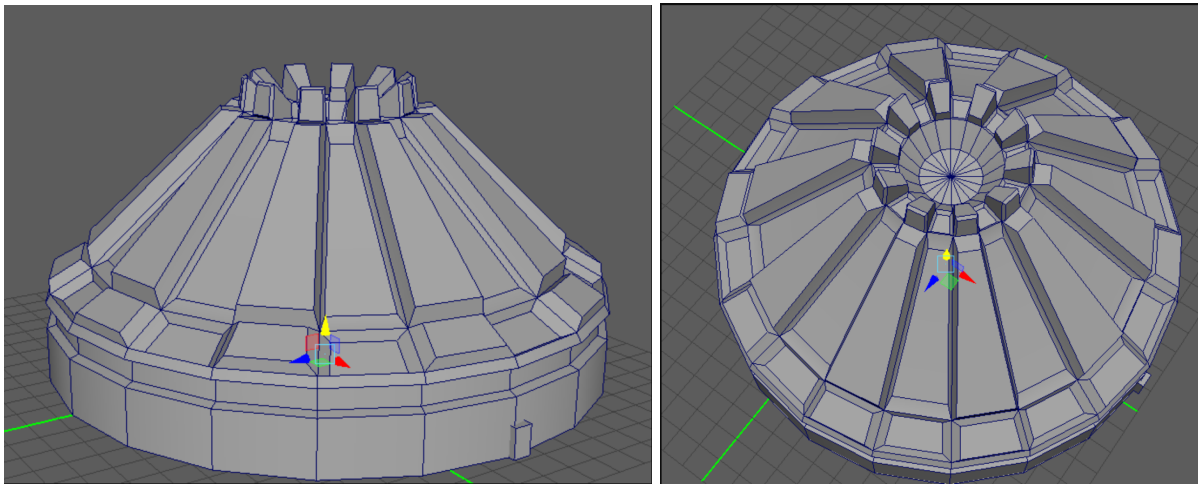


### Interior Design:





Development:



Final Room:

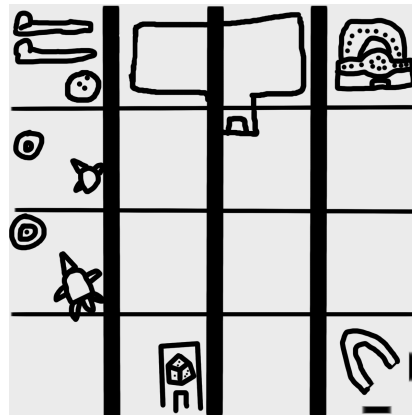


## Game Room:

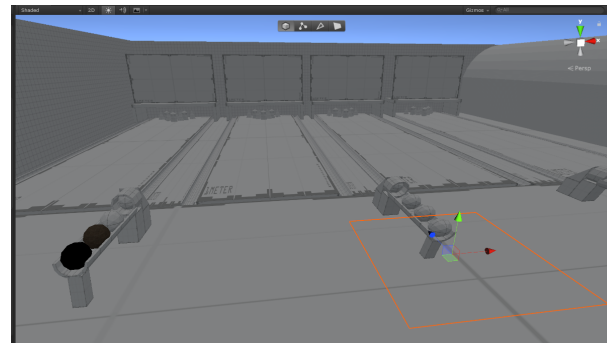
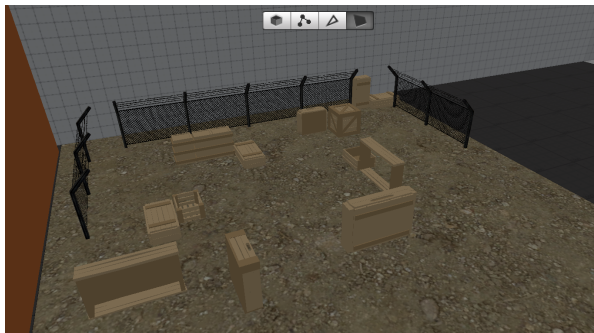
Team: Roberto Martinez (Team Leader), Anastasia Naydina, Ryan Bosdet.

Goal: Arcade vibe scenery, to incite competitiveness maybe where most of the games take place?

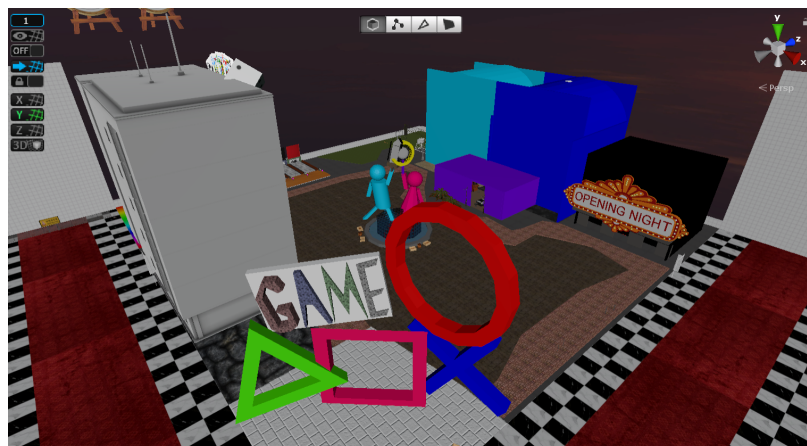
Floor Plan:



Development:



Final Room:



# MEET THE TEAM

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*Angelica Flores*

*Role(s): Game Concept Designer/ Project Manager*

*Major: Computer Science*

*Class of 2021*

*LinkedIn:* <https://www.linkedin.com/in/angelicaflores>

*Aaron Alvarez*

*Role(s): Game Concept Designer Assistant/ Co-Project Manager*

*Major: computer science*

*Class of 2020*

*LinkedIn:* <https://www.linkedin.com/in/alvarezaaronai>

*Kaery Orellana*

*Role(s): Lead Artist, Team Leader, 2D/3D Art Modeling, Game Concept Designer*

*Major: Art*

*Class of 2022*

*LinkedIn:* <https://www.linkedin.com/in/kaery-o-178091159/>

*Parnian Javid*

*Role(s): Architecture, Floor Designer,  
Tester, Editor, Strategic Marketing, Game  
Concept Designer*

*Major: CTVA - Emerging Media / Minor:  
ART - 3D Animation*

*Class of 2022*

*LinkedIn:* [www.linkedin.com/in/parnian-javid-71b4a3158](https://www.linkedin.com/in/parnian-javid-71b4a3158)

*Website:* <https://parnianjavid.com/>

*Steven Gomez*

*Role(s): Lead Artist, Team Leader, 2D/3D  
Art Modeling, Game Concept Designer*

*Major: Art - (Animation Focus),*

*Class of 2022*

*LinkedIn:* <https://www.linkedin.com/in/steven-gomez-1384aa1a1/>

*Roberto Martinez*

*Role(s): Lead Artist, Game Concept Designer,  
2D/3D Artist, Floor Designer/ Architecture*

*Major: Art*

*Class of 2021*

*LinkedIn:* <https://www.linkedin.com/in/roberto-martinez-7bb309212/>

*Ryan Bosdet*

*Role(s): Researcher, Game Concept Designer,  
Tester*

*Major: Computer Science*

*Class of 2022*

Anastasia Naydina

Role(s): Game Developer, Web Developer,  
2D/3D Artist, Game Concept Designer,  
Tester

Major: in Computer Science

Class of 2023

LinkedIn: <https://www.linkedin.com/in/anastasia-naydina-aa7464206/>

Yazn Sarah

Role(s): Tech Lead, Web Developer

Major: Computer Science

Class of 2022

LinkedIn: <https://www.linkedin.com/in/yazn-sarah-994015184/>

Yana Zaynullina

Role(s): Tech Lead, Web Designer, Web  
Developer

Major: Computer Science

Class of 2024

LinkedIn: <https://www.linkedin.com/in/yana-zaynullina-590530213/>

Yashira Almanza Valer

Role(s): Editor

Major: Computer Science

Class of 2023

LinkedIn: <https://www.linkedin.com/in/yashira-almanza-valer-935844169/>

# HOW TO PLAY?

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To join in the VR World you must have a compatible headset or PC laptop to play VR-Chat downloadable from steam. After Downloading the game and logging in you will need to look for the world called : GDC Project Burrito V1.0, you can also follow the guide from How to find our world on page 16.

Please keep in mind to use markers if communication is needed among members and be respectful to each other at all times.

*\*\*We will not tolerate any misbehavior, any failure to comply will result in everyone blocking you or kicking you from the world. Please don't be an avatar crasher, it will not make you likable and that won't make it fun for anyone. Just be nice to everyone and everyone will treat you nice too.\*\**

## **How to download VR-Chat for free on PC?**

- Sign into STEAM from your PC and download VR-Chat, here is the link to download <https://store.steampowered.com/app/438100/VRChat/>
- Log in and proceed with the How to find Our World Instructions below on page 16.

## **How to download VR-Chat for free on VR Headsets?**

- Download VR-Chat from your app store on the headset. The app store might look different for each headset.
- Here are links to help learn how to download VRC for each individual headset
  - a. Oculus: <https://www.oculus.com/experiences/quest/1856672347794301/>

b. Valve Index: <https://store.steampowered.com/app/438100/VRChat/>

c. For other possible headsets learn more here:

<https://futurequests.com/best-vr-headsets-for-vrchat/>

- After downloading please log in and proceed with the How To Find Our World instructions below on page 16.

## How to Find Our World?

### Through Invite Only:

- 1) Sign in to VR Chat on PC or VR Headset Click on the link,
- 2) FOR PC: <https://vrch.at/null-phelonypierre-5e3ab>, which will guide you to a web page from VRChat where you will need to click on the invite me button.
- 3) FOR VR:
  - a) Sometimes it helps to have the headset on in the game and then try to peek out of your headset to click the link with your laptop/ phone so you can see the invite instantly in the game.
  - b) You can also access this link using the browser app in the headset.
  - c) For PC press invite
  - d) Make sure you are using the same account for the web and the app.  
If you are not signed in, you won't see the "Invite Me" option.

**GDC Project Burrito V1.0 - Friends+**

Created by: StellaDiamond

Share: <https://vrch.at/null-phelonypierre-5e3ab>

LAUNCH  
WORLD

INVITE ME



4) You will see the blue envelope indicating you have a notification.

a) If not, go back to previous steps. If it's still not working, you might want to try log out and log back in.



5) Go to your menu bar.



6) Click the notification Bell.



7) Accept the invitation.



8) The World will open, sometimes you have to press go and Enjoy!

# SPECIAL CREDITS

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Thanks to (<https://sketchfab.com/3d-models/couch-9167000859eb46258f8dc1ac15b55c40>) igor-tkachenko for  
the Couch Asset

Thanks to (<https://sketchfab.com/3d-models/rug-with-bottom-43b311e5a2714126bf0134e8555d40cc>)  
luke-gibbs for the Rug Asset

Thanks to (<https://assetstore.unity.com/packages/2d/textures-materials/texture-glass-transparent-window-182052>) GlowFox Games for the Texture Glass Transparent Windows

Thanks to (<https://assetstore.unity.com/packages/3d/props/furniture/table-162871>) MASH Virtual for the Dark  
Brown Wooden Tables

Thanks to (<https://assetstore.unity.com/packages/3d/environments/3d-free-modular-kit-85732>) Barking Dog for  
the Modular Kit

Thanks to (<https://assetstore.unity.com/packages/3d/vegetation/free-desert-plants-32410>) Lemuria for the  
Desert Plants

Thanks to (<https://assetstore.unity.com/packages/3d/vehicles/land/low-poly-vehicles-pack-26707>) Dmitriy  
Dryzhak for the Low Poly Vehicles Pack

Thanks to (<https://assetstore.unity.com/packages/3d/trash-low-poly-cartoon-pack-66229>) BlankfaceStanislav for  
the Trash Low Poly Cartoon Pack

Thanks to (<https://assetstore.unity.com/packages/3d/props/low-poly-crates-80037>) PULSAR BYTES for the Low Poly Crates

Thanks to  
(<https://assetstore.unity.com/packages/3d/environments/urban/sample-racer-environment-pack-63641>)  
FlamingSands for the Sample Racer Environment Pack

Thanks to (<https://assetstore.unity.com/packages/3d/props/arcade-machines-pack-01-lowpoly-pack-73020>)  
AurnSky for the Low Poly Arcade Machines Pack

Thanks to (<https://www.cgtrader.com/free-3d-models/architectural/other/free-architectural-fence>) terlik for the Architectural Fence

Thanks to (<https://pixabay.com/illustrations/under-construction-construction-sign-2408062/>) Josethestoryteller  
for the Under Construction Sign

Thanks to (<https://assetstore.unity.com/packages/3d/props/exterior/road-props-low-poly-123340>) Laxer for the Low Poly Road Props

Thanks to  
(<https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-for-unity-2018-4-32351>) Unity Technologies for the Standard Assets

Thanks to (<https://assetstore.unity.com/packages/3d/characters/easyroads3d-free-v3-987>) AndaSoft for the Easy Roads Assets

Thanks to (<https://assetstore.unity.com/packages/3d/props/exterior/road-blocker-663>) Pixel Games for the Road Blocker Asset

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GameDev for the Asphalt Materials

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LIGHTSTAR GROUP for the Elegante Osgona Chandelier Asset

Thanks to (<https://pixabay.com/photos/marble-background-context-3534940/>) AnnaHang for the White Marble  
Tile

Thanks to (<https://pixabay.com/photos/marble-tiles-rock-stone-statues-2953127/>) AnnaHang for the Black  
Marble Tile

Thanks to (<https://pixabay.com/photos/pattern-background-texture-vintage-2734775/>) Darkmoon\_Art for the  
Carpet Texture

Thanks to (<https://free3d.com/3d-model/steel-guard-rail-644168.html>) trexta01 for the Steel Guard Rail Asset

Thanks to (<https://3dhaupt.com/here-you-can-check-out-some-of-my-3d-buildings/residential-building/>) 3DHaupt  
for the Residential Buildings Set

Thanks to (<https://free3d.com/3d-model/broadway-theater-sign-with-lights-v3--686246.html>) printable\_models  
for the Broadway Theater Sign With Lights

Thanks to (<https://free3d.com/3d-model/cine-room-62699.html>) otavio1024 for the Cine Room Model

Thanks to (<https://free3d.com/3d-model/football-soccer-ball-721222.html>) artoonick for the Football Soccer Ball  
Asset

Thanks to (<https://free3d.com/3d-model/football-goal-473670.html>) hotter24 for the Football Goal Asset

Thanks to (<https://free3d.com/3d-model/basketball-hoop-47554.html>) zaurian868 for the Basketball Hoop Asset

Thanks to (<https://free3d.com/3d-model/tennis-ball-80395.html>) apocalypse\_67 for the Tennis Ball Asset

Thanks to (<https://sketchfab.com/dennish2010>) 3DHaupt for the Big Building Asset

Thanks to (<https://free3d.com/3d-model/19-low-poly-buildings-974347.html>) backlog\_s for the Low Poly  
Buildings Set

Thanks to (<https://sketchfab.com/3d-models/picture-frame-5b4f6ab0cd54433c82b429b42f4c9259>) Wyme for  
the Picture Frame Asset

Thanks to (<https://assetstore.unity.com/packages/3d/characters/robots/cube-prototype-a-121199>) grayshape for  
the Cube Prototype

Thanks to (<https://poly.google.com/view/8kBCtHphxJU>) Ian MacGillivray for the Balloons Asset

Thanks to (<https://free3d.com/3d-model/-baseball-bat-v1--777853.html>) printable\_models for the Baseball Bat

Thanks to (<https://free3d.com/3d-model/-baseball-bat-v1--777853.html>) printable\_models for the Basketball

*Thank you Samantha Dickson for your Art Submission*

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*Thank you Vanessa Murillo for your Art Submission*

*Thank you Kaery Orellana for your Art Submission*

*Thank you Tyler Adams for your Art Submission*

*Thank you Vincent Reyes for your Art Submission*

*Thank you Neave Asuro for your Art Submission*

*Thank you Gevork George Sherbetchyan for your Art Submission*

*Thank you Katherine Gee for your Art Submission*

*Thank you Roberto Martinez for your Art Submission*

*Thank you and Have fun!*