## Navigation

| | ALWAYS | SOMETIMES | NEVER | NOTES |
|---|---|---|---|---|
| **UI controls** are in the current FOV of the player | | | | |
| UI elements have visible and clear size and shape | | | | |
| UI elements are located in a comfortable proximity from each other and from the player | | | | |
| UI has a clear change of state | | | | |
| **Fuse buttons** visually represent the countdown to the start or activation | | | | |
| Fuse buttons are spaced out accordingly | | | | |
| Fuse buttons are big enough and visible to the player | | | | |
| Fuse buttons have an option to immediately proceed to the target | | | | |
| **The reticle** is always displayed when the player is doing the targeting | | | | |
| The reticle is rendered stereoscopically and projects spatially onto targeted objects | | | | |
| The reticle has states: idle, movement, interacting | | | | |
| The reticle adapts to the background brightness level and color to stay visible | | | | |
| **The audio scaffolding** guidance works in conjuction with visual instructions | | | | |
| **In-app interactions** are intuitive and insctinctive, easy and natural to encounter | | | | |
| **Directional cues** are present if the guidance and movement are intended | | | | |
| **The wayfinding elements** are contextual | | | | |

## Comfort

| | ALWAYS | SOMETIMES | NEVER | NOTES |
|---|---|---|---|---|
| **Motion** has a constant velocity without acceleration/ deceleration | | | | |
| **The player** is grounded | | | | |
| **Brightness** is always adjusted for the comfortable viewing | | | | |
| **Parallax** is natural and comfortable | | | | |
| **Horizon** is always stable | | | | |
| **Mismatches** between physical and visual motion cues are avoided | | | | |
| Frequent **eye refocus** changes betwen different items and various depths are avoided | | | | |
| Objects are placed in a comfortable **proximity** to the player | | | | |
| All **colors** are pleasant for eyes and work well together | | | | |
| The **scale** of objects and UI is reasonable | | | | |
| **Environmental discomfort** is avoided (Unless it's intended by specificity of an app) | | | | |
| In-app interactions consider **ergonomics** | | | | |
| **The points of interest** are placed within a comfortable zone of user's FOV | | | | |
| The player has a **personal space** | | | | |
| The experience is **accessible** for players of different height, the eye height is adjustable | | | | |
| Camera **yaw and vection** are avoided | | | | |
| The frequency of **teleportation** in a row is limited to avoid discomfort | | | | |

## Performance

| | ALWAYS | SOMETIMES | NEVER | NOTES |
|---|---|---|---|---|
| No **frame drops** | | | | |
| The **head tracking** is always on and constant | | | | |
| No **API calls** causing a pop-up during the VR experience (unless supported in VR) | | | | |
| The app is **otimized** and running at **90+ fps** (at least 75+ fps if mobile) | | | | |

## 3D elements and environment

| | ALWAYS | SOMETIMES | NEVER | NOTES |
|---|---|---|---|---|
| The VR experience has no **visual clutter** | | | | |
| The interactive **items discoverability** is high | | | | |
| The app utilizes **spacial and context aware** design | | | | |
| The **hover and active states** of the **objects** are clear to the player | | | | |
| **Splash screen** is rendered in 3D | | | | |
| **3D art** is custom and unique | | | | |
| The **audio** is included in the experience | | | | |
| The **audio** is spatial (360; omnidirectional) | | | | |
| The VR experience has the minimal amount of **text** or no text | | | | |
| **Text** in VR is readable from any possible position | | | | |
| The contrast between the **text and the background** is comfortable, so text is readable | | | | |

## Control

| | ALWAYS | SOMETIMES | NEVER | NOTES |
|---|---|---|---|---|
| The player always controls all **movements** | | | | |
| The **experience** doesn't **start** automatically or based on a timer | | | | |
| There is an **option to bypass** some content | | | | |
| The player controls the **audio volume** | | | | |

## Feedback

| | ALWAYS | SOMETIMES | NEVER | NOTES |
|---|---|---|---|---|
| The player always receives a timely and clear **feedback from iteractions** | | | | |
| The **feedback from RR into VR** is supported | | | | |

## Functionality

| | ALWAYS | SOMETIMES | NEVER | NOTES |
|---|---|---|---|---|
| There is a smooth **transition between VR and RR** | | | | |
| There is a seamless **integration between VR and RR** | | | | |
| An **avatar** is customizable | | | | |

## Consistency

| | ALWAYS | SOMETIMES | NEVER | NOTES |
|---|---|---|---|---|
| **UI, interactions and behaviours** are consistent, easily recognized rather than recalled | | | | |

NEXT: **Test with Real Users from the Target Audience**