Started as only an interest in utilizing the intuitive camera controls for puzzle solving.

We chose a space theme and expanded into taking advantage of VR’s immersiveness to add atmosphere.
Game Overview

The game is split into multiple levels, and the goal of each is to get the ball from it’s start position to the spiral somewhere in the sphere.

The ball is still at the beginning so that the player can look around and plan execution before getting started.

The player can interact with sliders by moving them and wedges by rotating them 90 degrees at a time.

Players interact by looking at an object and pressing the “X” button.
Sliders, Barriers

Barrier - can’t be moved, bounce ball back in direction it came from

Sliders - movable barriers, primary method of control
Wedges turn yellow on gaze, rotate 90 on input X
Portals  One way portals, go in the “O” portal and come out the “X” portal
Spirals End of the level and warp point from main menu
Controls, Demo

- Return to menu
- Move Sliders
- Restart (hold)
- Ball Camera
- Deselect
- Select
Future Expansions

More levels

Small tutorial, so users know which buttons do what

More objects, such as buttons, or breakable walls

More textures, reflective surfaces, improved camera shaders

Improve performance