TRON VR

{ Team Members:
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The Concept

{ Started from the bottom…

- Take a classic arcade game and bring it into VR
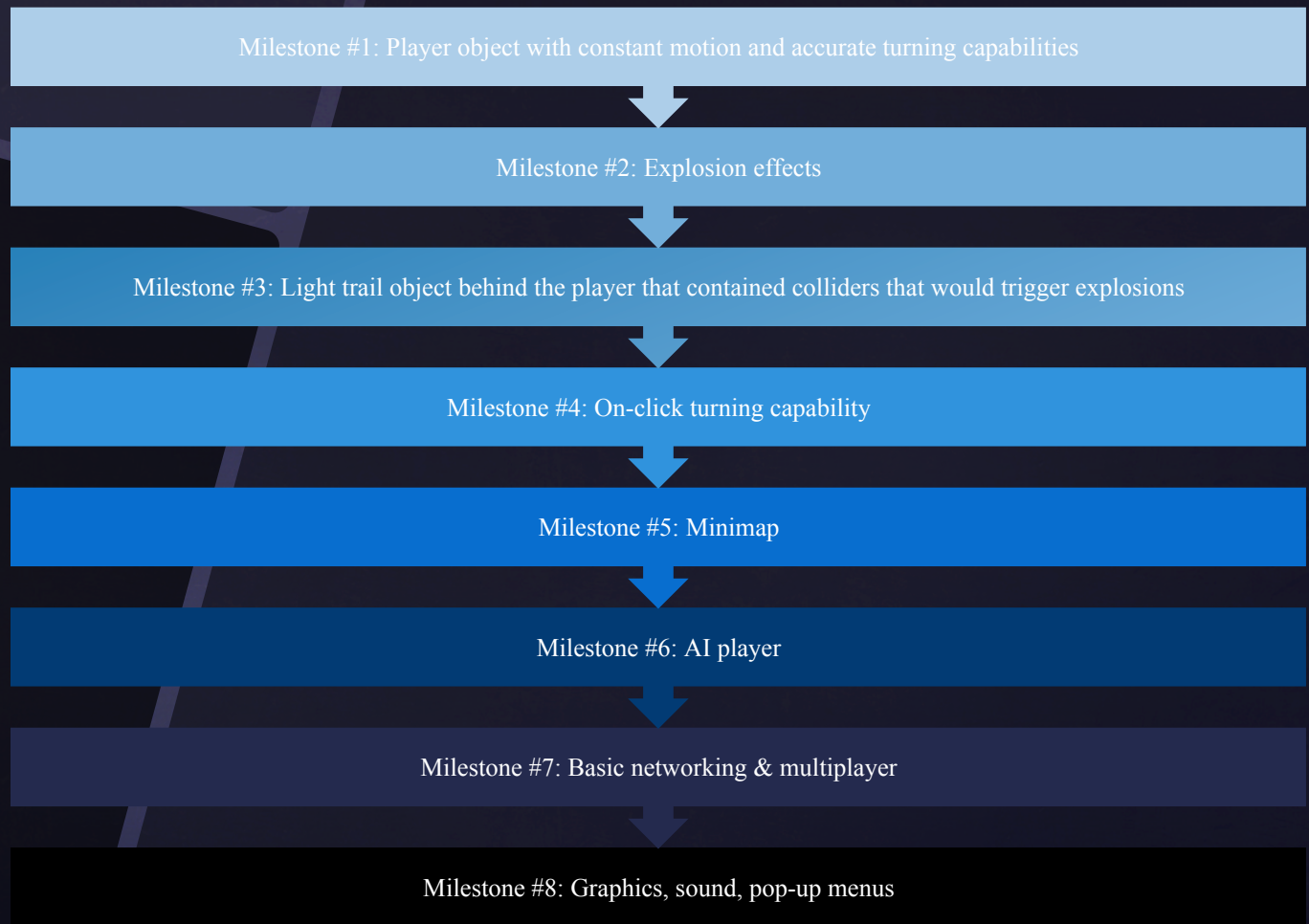
- Add multiplayer functionality for more excitement

{

Initial Ideas

Our Process

{ Things we did

Milestone #1: Player object with constant motion and accurate turning capabilities

Milestone #2: Explosion effects

Milestone #3: Light trail object behind the player that contained colliders that would trigger explosions

Milestone #4: On-click turning capability

Milestone #5: Minimap

Milestone #6: AI player

Milestone #7: Basic networking & multiplayer

Milestone #8: Graphics, sound, pop-up menus

Major Milestones

Main Features

{ Best Game Ever

90-degree turns triggered by gaze + click

Explosions triggered upon contact with walls and light trails

Multiplayer networking with live opponent
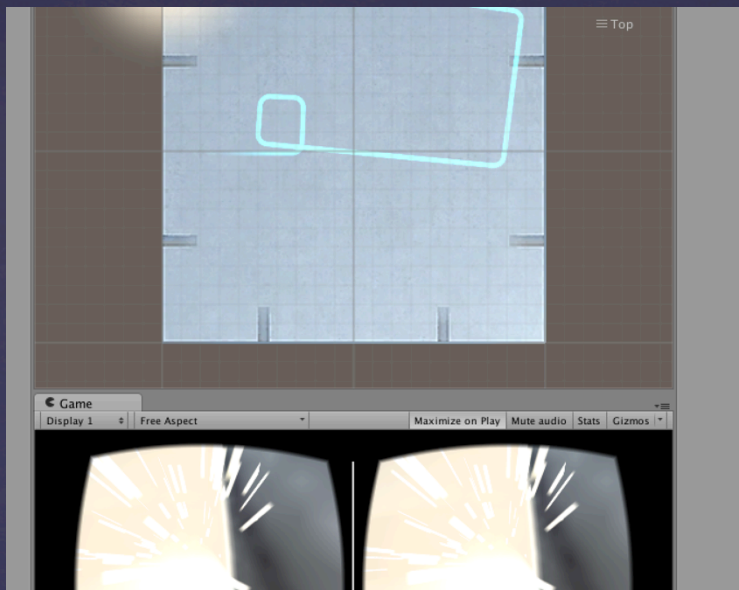
Single player mode with AI opponent

Sound effects! Space graphics!

Main Game Features

Challenges + Compromises
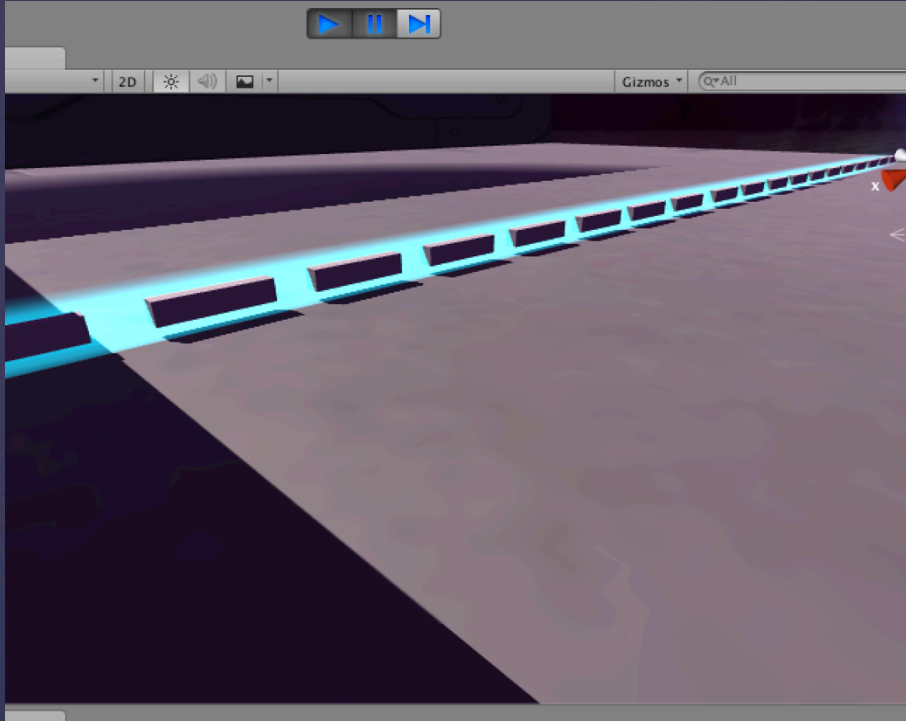
{ Some things worked, and some just didn't.
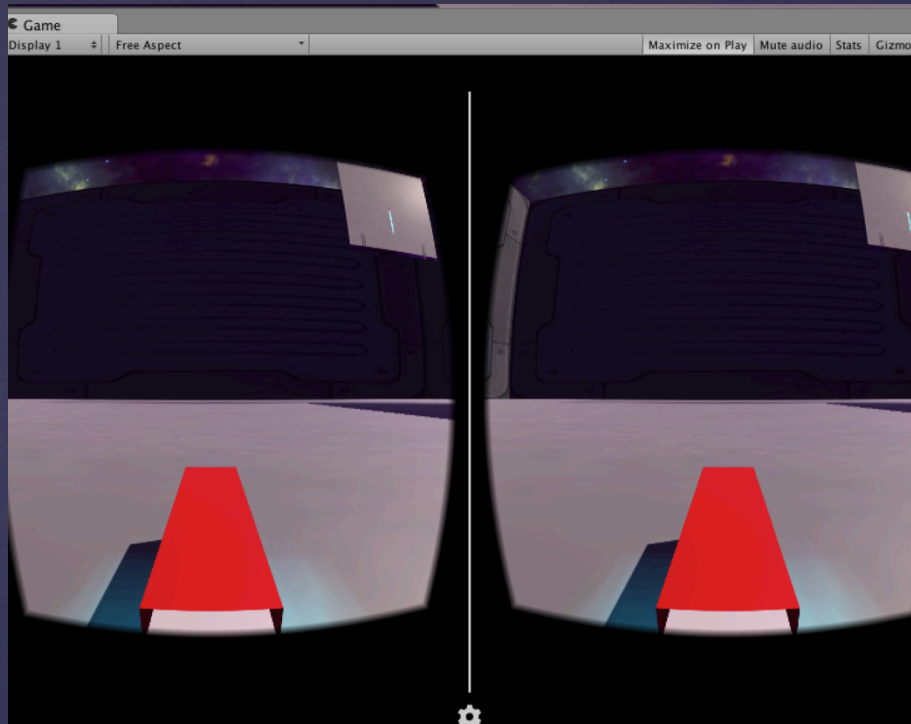
{ Performing accurate
90-degree turns

Challenge #1

{ Triggering collisions
with light trail

Challenge #2

Incorporating multiple cameras

Challenge #3

{ ~~First~~ Numerous attempts at networking for multiplayer

^^^ Look at all the phones!!!!!!!

Challenge #4

Final Outcome

{ …Now we're here

<Launch Demo>

Scaling Up

{ Future Project Ideas

Varied Terrain

- Create 3D terrain with different levels and infinite (or almost infinite) bounds

Light Trail Style

- Change color of light trails for different opponents

Create monitors

- Create on-screen monitors (i.e. timers, health, etc.)

Ideas to expand game

The End