TRON VR

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The Concept

} Started from the bottom…
Initial Ideas

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

Things we did
**Major Milestones**

- **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
Main Features

Best Game Ever
Main Game Features

- 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!
Challenges + Compromises

Some things worked, and some just didn’t.
Challenge #1

Performing accurate 90-degree turns
Challenge #2

{ Triggering collisions with light trail }
Challenge #3

Incorporating multiple cameras
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
### Ideas to expand game

<table>
<thead>
<tr>
<th>Varied Terrain</th>
<th>Light Trail Style</th>
<th>Create monitors</th>
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<tbody>
<tr>
<td>• Create 3D terrain with different levels and infinite (or almost infinite) bounds</td>
<td>• Change color of light trails for different opponents</td>
<td>• Create on-screen monitors (i.e. timers, health, etc.)</td>
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The End