GOAL: INTRODUCE USERS TO VR

• VR can be a daunting and confusing subject for those without exposure to it

• We want to demonstrate the capabilities and concept of VR for users who are new to it

• Hands-on experience that is interactive and fun
THE GAME:
VR SPACE DEFENDER

- **God Player**: Has bird’s-eye view, can spawn asteroids, observe VR player’s physical orientation

- **VR Player**: Wearing Cardboard headset, 360° immersive view, asteroids hurling towards them
live demo
TECHNICAL DETAILS

- VR Space Defender built using Unity and Google Cardboard SDK
- Inter-device communication handled by Unity NetworkManager
- public void StartGodPlayer() {}
  networkManager.StartHost();
- public void StartVRPlayer() {}
  networkManager.StartClient();
QUESTIONS?