“Unblock Me” VR

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Next Evolution of Camera Control

We’re interested in utilizing the intuitive camera controls in VR as a replacement for analog sticks in third person video games.

For first time users, using one joystick to control the camera, and the other to move the character is difficult.

VR doesn’t have this problem. Camera controls work exactly how we look around in real life.

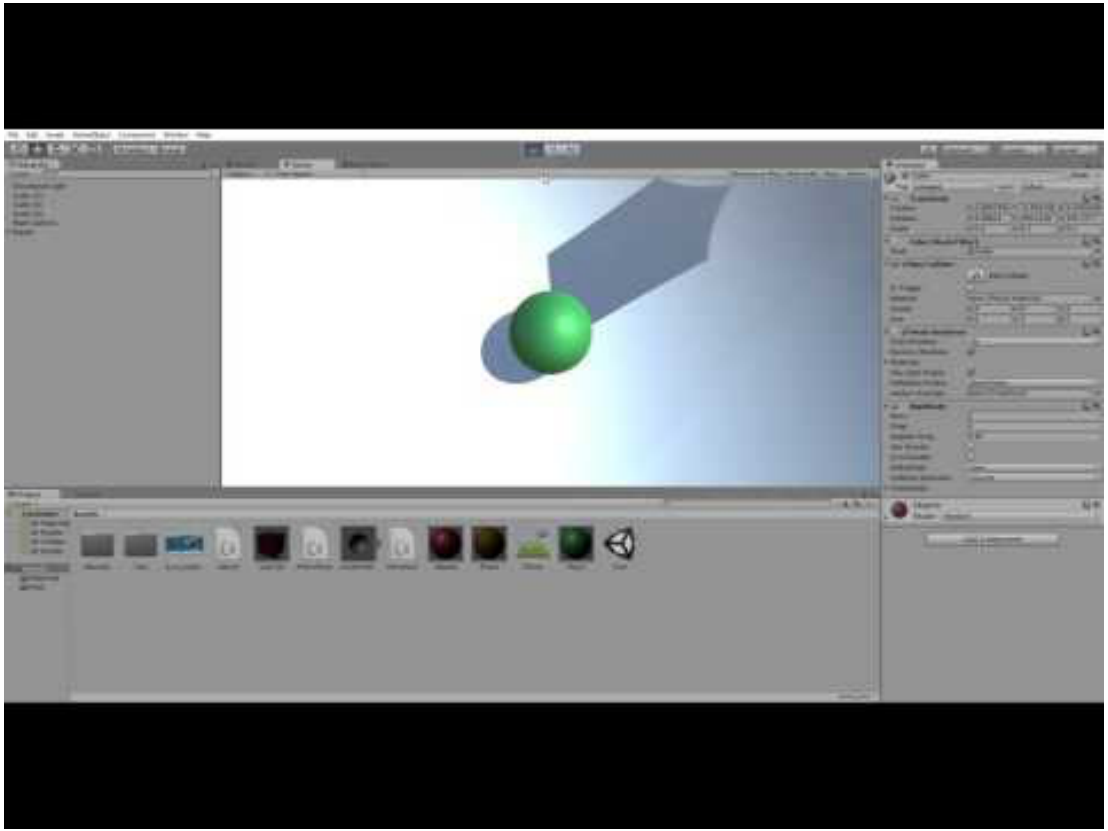
“Unblock Me” VR

Create a puzzle game reliant on 3D head movement. Idea for each level is to get the ball out of the box you’re in.

Takes advantage of head movements to direct camera and control barrier locations.

Barriers can also be pushed, pulled, and rotated will be done with a Sony DualShock 4.

Utilize DualShock 4’s touch pad as a more tactile input device.



“Unblock Me” VR Gravity Demo

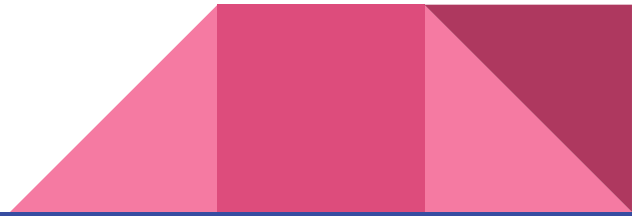
Background

Unblock Me - Kiragames Co., Ltd - Android/iOS/PC
- Get red block out of the box
- touch controls to slide blocks

Escape Plan - Fun Bits Interactive - PS Vita/PS4
- utilizes gyroscopic and touch controls intuitively
- coordination traps, gravity, 1D movement

Technical Approach

- Game/Levels implemented in Unity
- Asset Creation in Blender, Maya
- Game Design is key
  - playtesting often
  - finetuning UX to minimize nausea, headaches



Timeline

5th Week
Decide on a theme and narrative for puzzles

6th Week
Implement “Level 0”, design 2 levels, sketch assets, understand DS4 interactions

7th & 8th Week
Asset Creation, implement and test 4 levels

9th & 10th Week
Complete levels, playtest, finetune performance and UX,

Feedback