VR Space Defender

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What is VR?

• Most people have only a vague understanding of virtual reality

• It can be a daunting/mysterious concept

• We want to create a game that’s both fun and simple that can introduce people to the capabilities of VR

• We want to give people a hands-on experience
Interactive Multiplayer

- A game that demonstrates the concept of virtual reality
- One player *in* VR, one player *controlling* VR experience
- “God” player can affect the other player’s world
- Basic attack/defend game: attacker launches objects at defender, defender tries to destroy before being hit
- Destroy objects by looking at them, pressing cardboard trigger
- Extras: Powerups, levels, scoring, sounds
Similar Endeavors

• The basic game concept is nothing new
  • VR Planet Defense

• What’s new (as far as we can tell): having one player not in VR controlling the other player’s VR experience

• VR player has first-person view, “God” player sees entire world

• And, of course, the players can switch off!
Technical Approach

- Unity
  - Multiplayer Networking
- Google Cardboard
- Blender (for assets)
Timeline

- Week 6: Implement VR player, randomly spawned objects, object destruction
- Week 7-8: Add multiplayer networking, “God” player, controlled object-spawning
- Week 9: Add HUD, scoring, diversification of objects
- Week 10: Add graphics, powerups, other fun stuff
Feedback

• Ideas for special features?
• Ideas for non-VR controls?
• Ideas for VR controls?
• Other ideas???