

VRoom Demo



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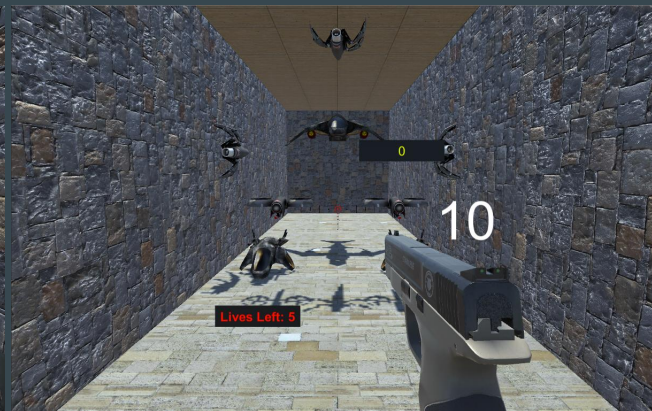
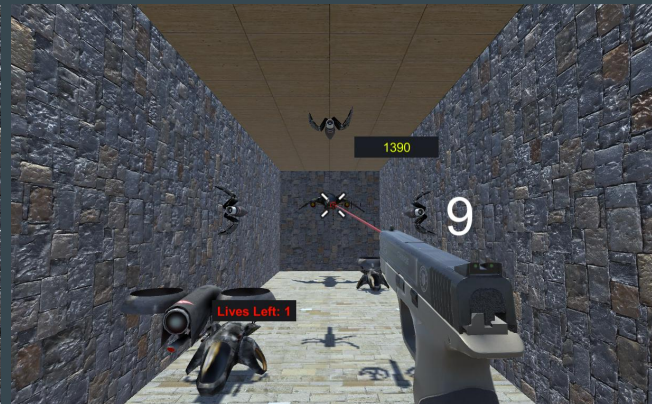
Opportunity

- The Samsung GearVR creates an incredible immersive experience for the user.
- Our goal was to take advantage of the immersive capabilities as the purpose of a first person shooter is to immerse the player as much as possible.
- Additionally, the GearVR offers an unprecedented amount of mobility with the technology of the Samsung Galaxy phones. This allows the game to be played casually among friends.
- Therefore, we want to make a game that is fun, simple, quick, and immersive that people can play together as people try to beat each other's scores.

Idea (1)

Shooting Range

- Single player
- High score competition
- Shoot drone targets as they approach
- Earn more points for father away the target is hit.
- Every time a drone is destroyed, another is spawned that approaches the player faster.
- If a drone reached a player, they lose 1 of 5 life points.



Idea (2): “Rail Shooter”

Rail Shooter

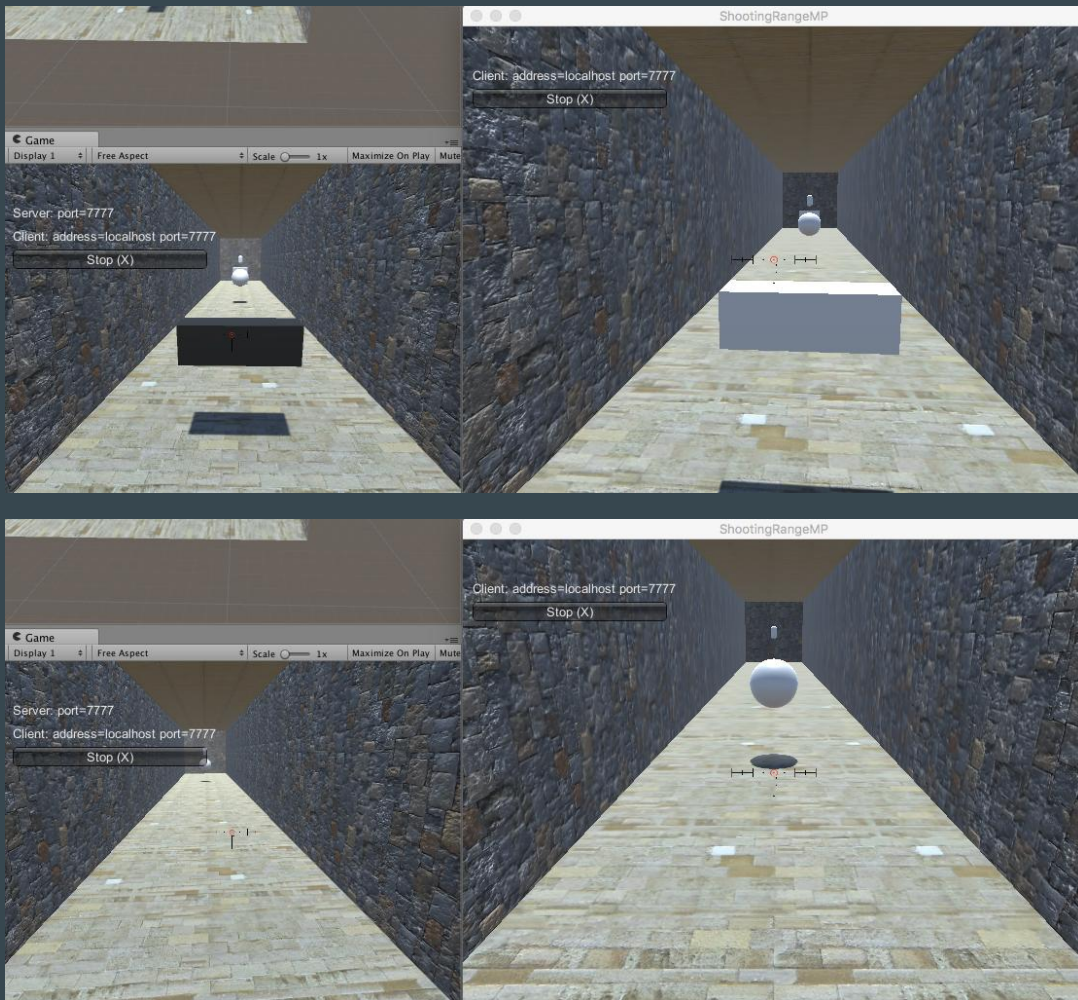
- Single Player mode featuring player moving along a preset track and shooting at enemies
- More dynamic experience than shooting range mode
- Not indefinite, has finite end to give players sense of accomplishment
- Life count increases to accommodate longer play



Idea (3)

Ball Pit

- Multiplayer
- Survival Competition
- Shoot balls to send them toward your opponent and away from you
- Every time a ball is shot, it speeds up
- If a ball reaches a player, that player loses 1 of their 5 life points and the ball is reset in the middle
- The last player standing wins



Necessary Equipment



Controls: Focus



Controls: Shoot

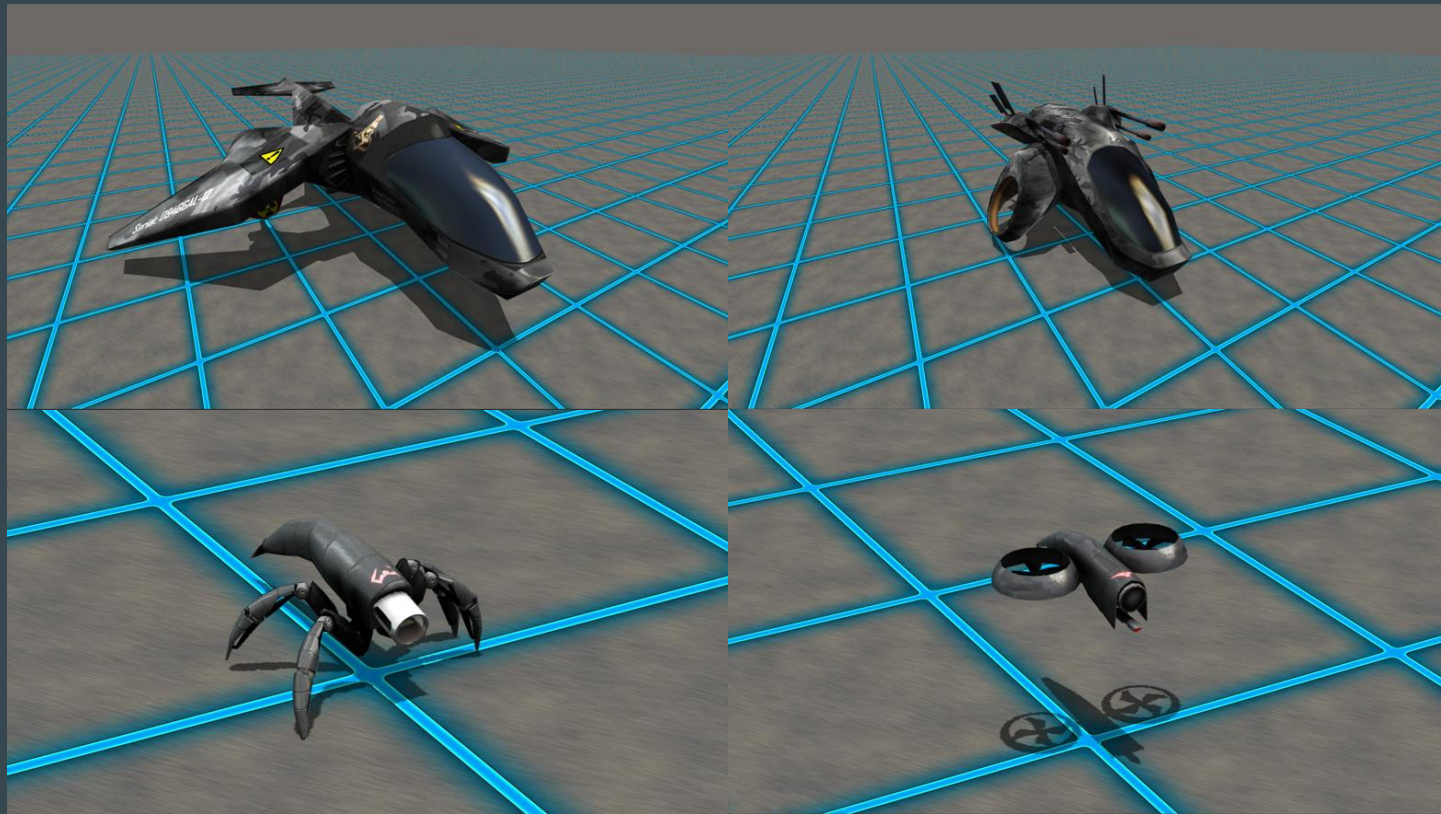


Controls: Reload



Unity Objects: Enemies

- SciFi Enemies
- From the unity asset store

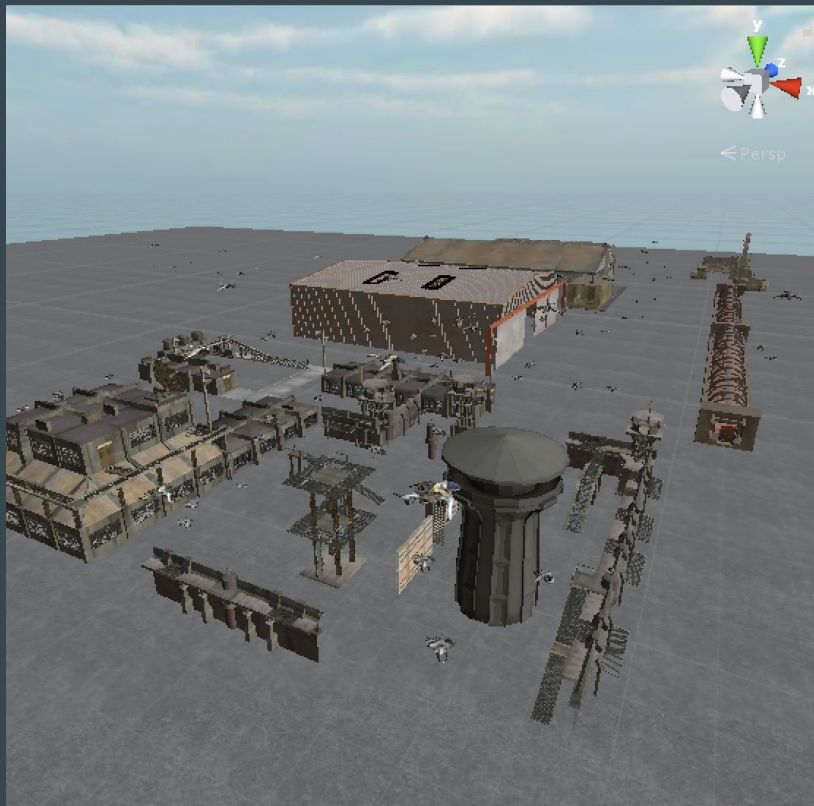


Unity Objects: Gun

- PM-40
- From the unity asset store



Unity Objects: Military Base



LIVE DEMO: VOLUNTEERS?

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