

*Course: VR Systems and Humans*

Assignment 1 - Part 2

# **Experience and Criticise Beat Saber and Sightline**

Group: #9

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The Assingment has now been submitted by Heikki.H at 22.00 1.4.2019

Only one member of the team needs to submit the document so this assignment should now be done, The submitted document is a copy of the top three pages here

Beat Saber

Graphical/Aesthetic Quality in Beat Saber is quite simple but stylized and more based on the speed that the objects approach the player and the audio and visual effects. Even though the graphics are simple they have nice effects and with the speed, it creates a well working game and good feeling. Still the best practices guide mentions about the rendering that flashing lights should be avoided [6]. One improvement could be reducing the flashing, though this could make the game less attractive. The 3D feeling is created by using the horizon from where the object grow when moving towards the player [1]. The user interface while playing is simple and works well [5], but the startup/setting menu view is not easy to navigate for a new player. As recommended there is no movement forward in the game [2], only bending sideways and squatting to avoid the obstacles, so there should not be too much of motion sickness involved. Immersion/Presence in the game is not strong and one might get close to the same feeling while playing with a large screen. No character avatar, only controllers [3], The music is not directional but it is not expected or needed to be [8]. To improve the immersion the objects could move in more from the sides forcing the player to turn, but this could be tricky. The game itself is quite solid so coming up with improvements proved hard.

### Sightline

In the case of SlightLine, the graphical quality in our opinion is not too interesting in comparison with Beat Saber. Nevertheless, the strong point of SlightLine is a series of regular landscapes changing when we turn around or press the button. Particularly, some scenes were broken due to crashes or graphical bugs. The avatar looked wrong and did not react to the movement which made the experience not that comfortable [3]. Avatar was also sometimes oriented in front of the user which was not a good experience [4]. As recommended there was not much movement in the game until the end where for a short duration the movement was not controlled by the player [2]. Even though this is not recommended it added to the feeling of Immersion which in overall was good. When sitting and using controllers, I can see my arms/hands with controllers. That makes the application is not real, so it can be better if it can fix problems of images and the motion of hands. When talking about the movement of SightLine, this game does not ask to move the players body around [2]. The main menu is at a distance [5] and uses controllers buttons to select options and does not contain user interface in-game. The experience is driven mainly by head movements and lacks in-game menus and even the option to skip or exit the game. To improve the experience Sightline should either completely remove its character avatar representation or make it more responsive to the players movements to reduce discomfort [3]. The user should also be able to pause or exit the experience without waiting till the end or taking the headset off [7].