

The Lab.

I think this is an experimental game. It contains several little games like the shooting game, archery game. There are also many interactive scenes like the cute cyborg puppy and little dancing man in the closet. This is actually the first room scale game I play. You can walk around and in a restraint area. When you hit the war, you can use jump to a specific place, which somehow influence the game experience. All the equipment in the lab are fun to play with. It reminds me my armory factory in my childhood. There is an open scene when you take the cyborg puppy outside. That's the part impressed me most. It feels like I'm a character in the Legend of Zelda. Actually, I find all the VR games I played so far are all trying to create a real scene. They use different shadings and reflections to create a real 3D world. However, I'd like to see more like Zelda, which contains lots of color and sketching detail.

VR Chart

I watched a video about this game before, arguing the self-identification in the cyber world. When a person's words and actions will not cause any cost in your real life, how will he behave? When our physical appearance is customizable, are we still using the gender dualism to define ourselves? I did see some funny things happening. However, I love this game. We need more interactive and communication between users. It's a good way to practice oral English ...somehow.