Homework 9: 3 Phone VR/AR applications

**Reality Hacker VR:**

So, this application seems to have a really cool concept that is used for basic shock factor for entertainment purposes. It uses the camera to capture the enviroment and then using some algothrithm which I have no knowledge of, it changes the enviroment using some sort of filter. This is a very cool idea that can be used for simple entertainment. The problem lies with how it is displayed, It is displayed with two sides of the screen showing the same screen, presumably so you can put it in google cardboard or something similar and look at it through a "VR" device to get the full immersive experience. However, any phone holding device for VR/AR uses a cover to block out any additional light. Meaning the camera on the phone is no longer seeing anything but black. So the way the application is displayed is a little useless. In the end, interesting application but nothing that I can see myself keeping on my phone for extended periods of time.

**VR Car Drive 360 Cardboard (***VR Racer: Highway Traffic 360 for Cardboard VR***):**

For starters, I do not like the menu I have to accept at the begginging all too much. With the game stating that it wants my advertisement ID as well as *ANY OTHER ID*. Interesting, I don't think that it will lead to many problems at all and is probably nothing but I will be uninstalling it soon anyway. Just to be safe. As for the review, the amount of ads in this game is obscene. With the start menu having 3, then one pop up ad that has a "race" button before the game actually begins. Of course there is an ad at the end as well. As for actual gameplay, it was surprisingly alright. Nothing I can get myself really into. For the positives, it is a decently fun "Flappy Bird Like" game where you are increasing in speed constantly as you have to weave through obstacles. Fun enough to entertain anyone for at least a few minutes. As for the downsides, there are a few. The biggest glaring problem is that you have to turn your head side to side in order to steer, which is a big problem especially for anyone with neck problems. It would for sure crane my neck if I continued for longer than 10 minutes at the rate it was making me turn my neck. It also was difficult to look at in the google cardboard. The nighttime mode was difficult with me only being able to see exactly 1 row of cars in front of me rather than 2 or 3 so I can perpare for the next one just before I make it past the row of cars I need to get past. The steering is also sometimes inconsistant and I do not know why. (Yet another advertisement as the game is CLOSING)

**VR Puzzle Room:**

I am actually excited to play this one as it seems like more my type of game (after playing games like phasmaphobia). This is most certainly my favorite game by far. I have done puzzle rooms in person in the past and this captures it really well for a simple phone application. No advertisements in my experience in addition to the entire application being free. Super Accessable! You can use a controller or you can just use the google cardboard (which I did). The controls made me slightly motion sick but I just become that way playing VR while sitting down. You nodded to walk places and you looked at objects to interact with them. The entire room had the big TV counting down the time you have left to get out. As per usual, I was probably overthinking the whole room (what I did a lot in the real life espace rooms) and was not able to complete the application in the 10 minutes it had alloted me. There is an unlimited time option if you would like to just solve the puzzles. The downsides are for sure the nodding to walk but that was just because I lacked the tech to use a controller to walk. Loved the experience and when I have the time I will probably head back to try to figure out the room in time.