

Fitness Games

Concept

Develop an HTC Vive VR application for making exercise more motivating and entertaining.

Preliminary Prototype Goals

1. Develop a subgame for body twist exercises.
 - a. User interfaces for entering and exiting the subgame from a main menu.
 - b. Visually appealing environment.
 - c. Passing obstacles to be avoided.
 - d. Ability to perform body twist exercises to avoid the obstacles.
 - e. Scoring system based on how well the exercises are performed.
2. Develop a subgame for overhead arm raise exercises.
 - a. User interfaces for entering and exiting the subgame from a main menu.
 - b. Visually appealing environment.
 - c. Projected virtual fruit that can be sliced.
 - d. Ability to perform overhead arm raise exercises to slice the fruit.
 - e. Scoring system based on how well the exercises are performed.

Final Prototype Goal

1. Develop a subgame for squat exercises.
 - a. User interfaces for entering and exiting the subgame from a main menu.
 - b. Visually appealing environment.
 - c. Passing obstacles to be avoided.
 - d. Ability to perform squat exercises to avoid the obstacles.
 - e. Scoring system based on how well the exercises are performed.

Stretch Prototype Goal

1. Create a high-quality video that showcases all the features of the application from the user's perspective and includes a picture-in-picture view of the user using the HTC Vive.

These descriptions are subject to change at the discretion of the instructor.