



Exploring the Effect of Personalized Virtual Reality

Serious Game for Stroke Rehabilitation

RVA 2025/2026 - Pitch Presentation

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TO REMEMBER

What Is Our Project?



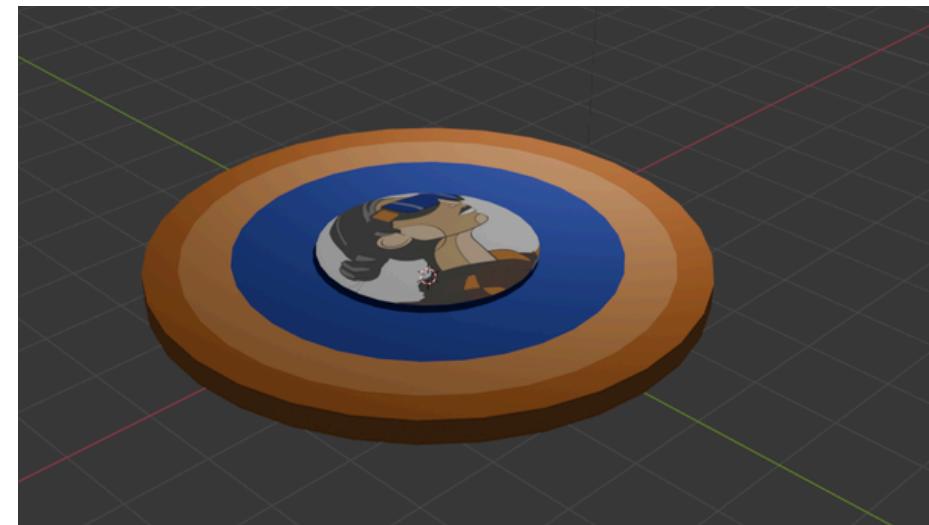
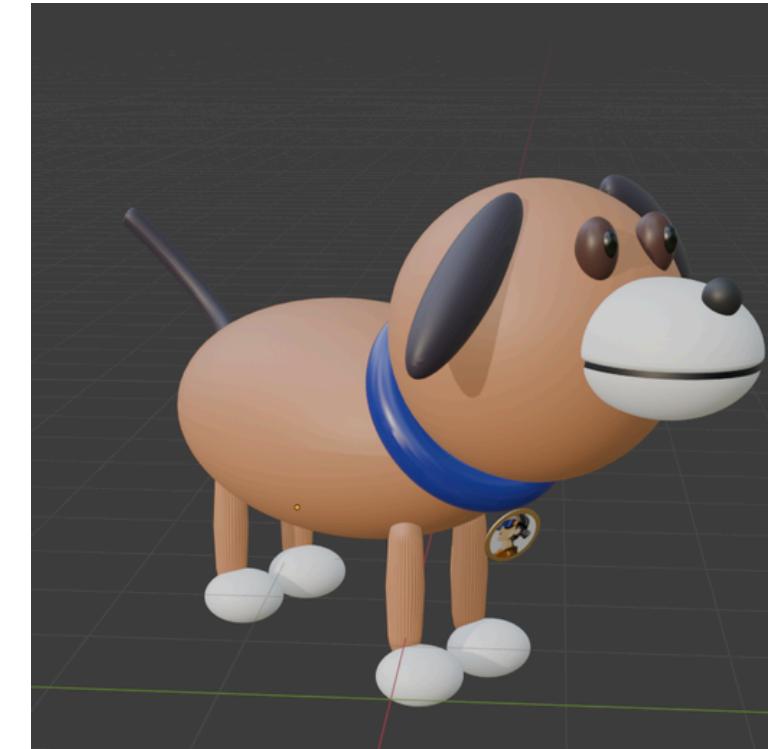
PROGRESS - FRISBEE GAME

3D Models

References



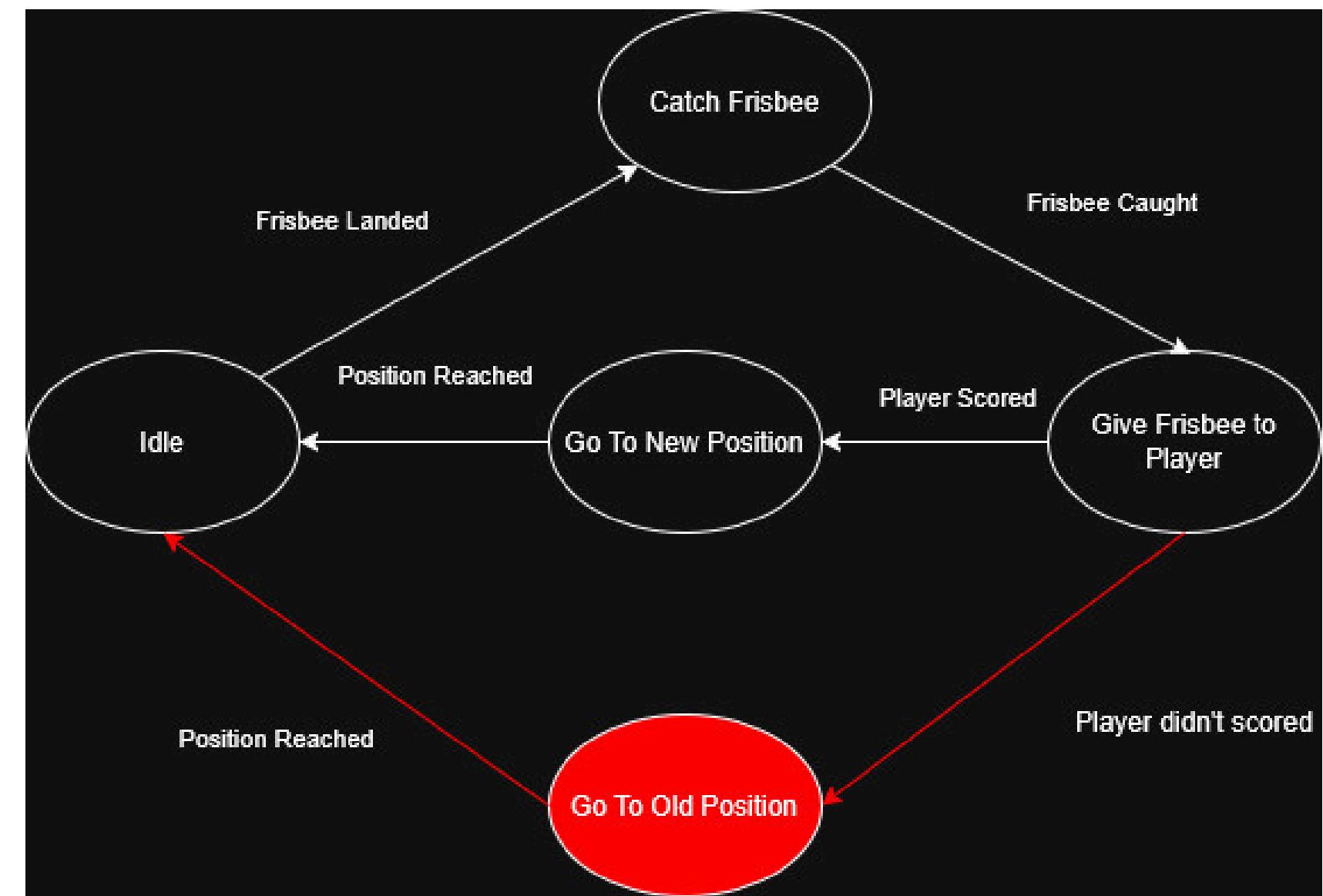
Current Models



PROGRESS - FRISBEE GAME

Implemented Mechanics

- Throw Frisbee
- Show Frisbee Trajectory
- Frisbee Physics
- Display the Targets Area
- Dog's Behaviour



CURRENT STATE - FRISBEE GAME



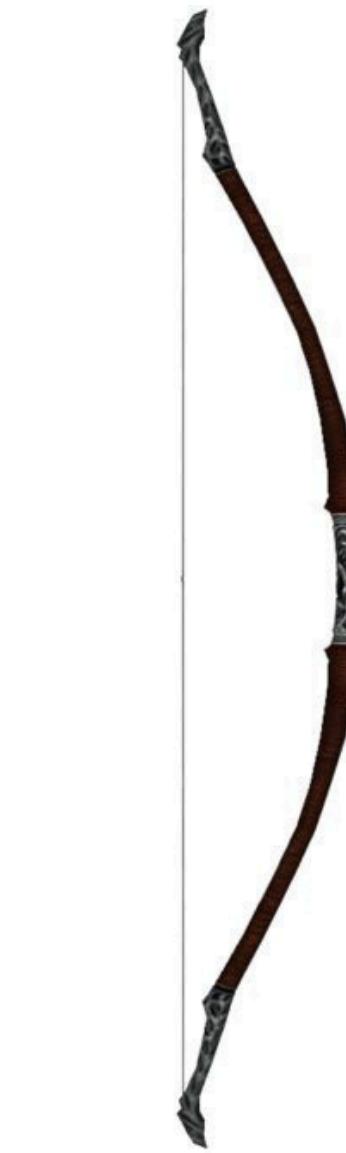
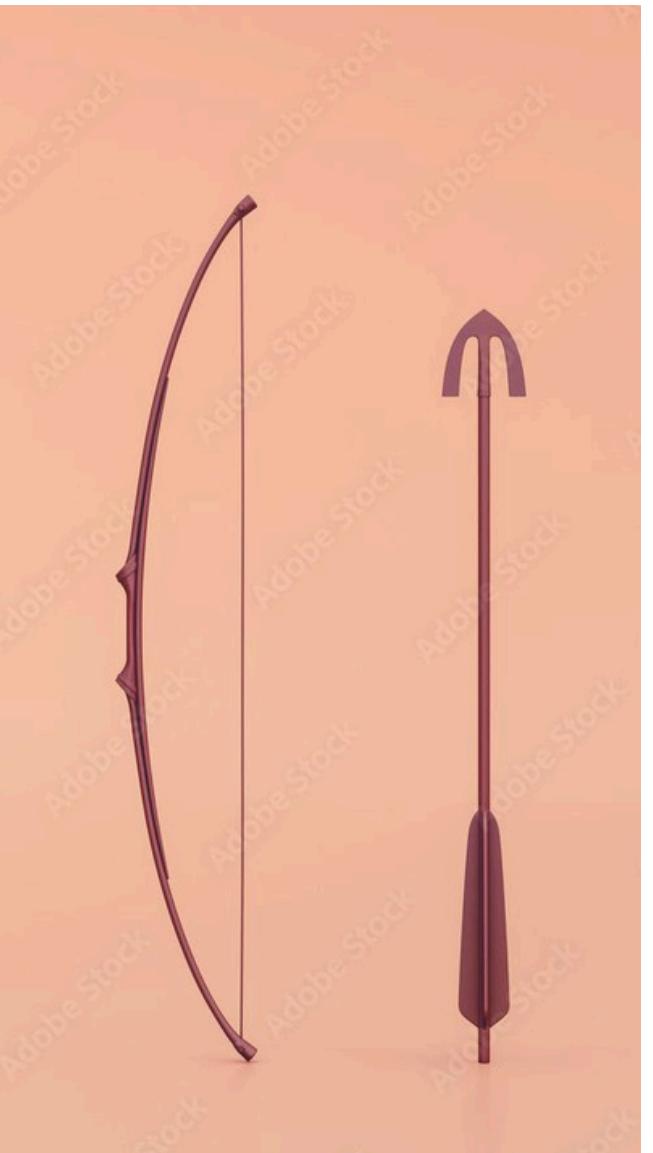
NEXT STEPS

Frisbee Game

- Define and apply the gestures for the frisbee's throw
- Improve the dog movement
- Implement Score System and Streak System
- Add a running/walk animation for the dog

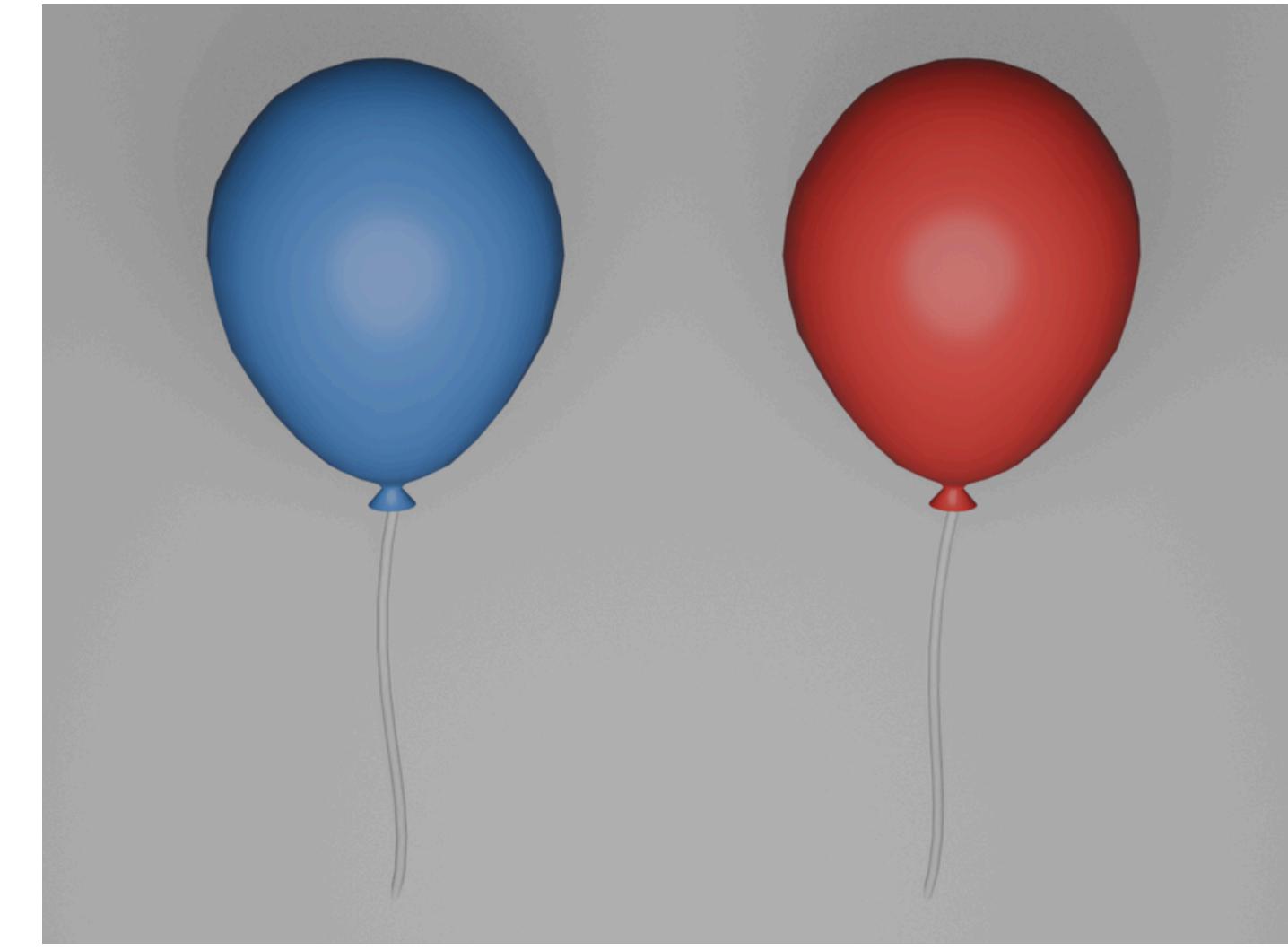
PROGRESS - ARCHERY GAME

References



PROGRESS - ARCHERY GAME

3D Models

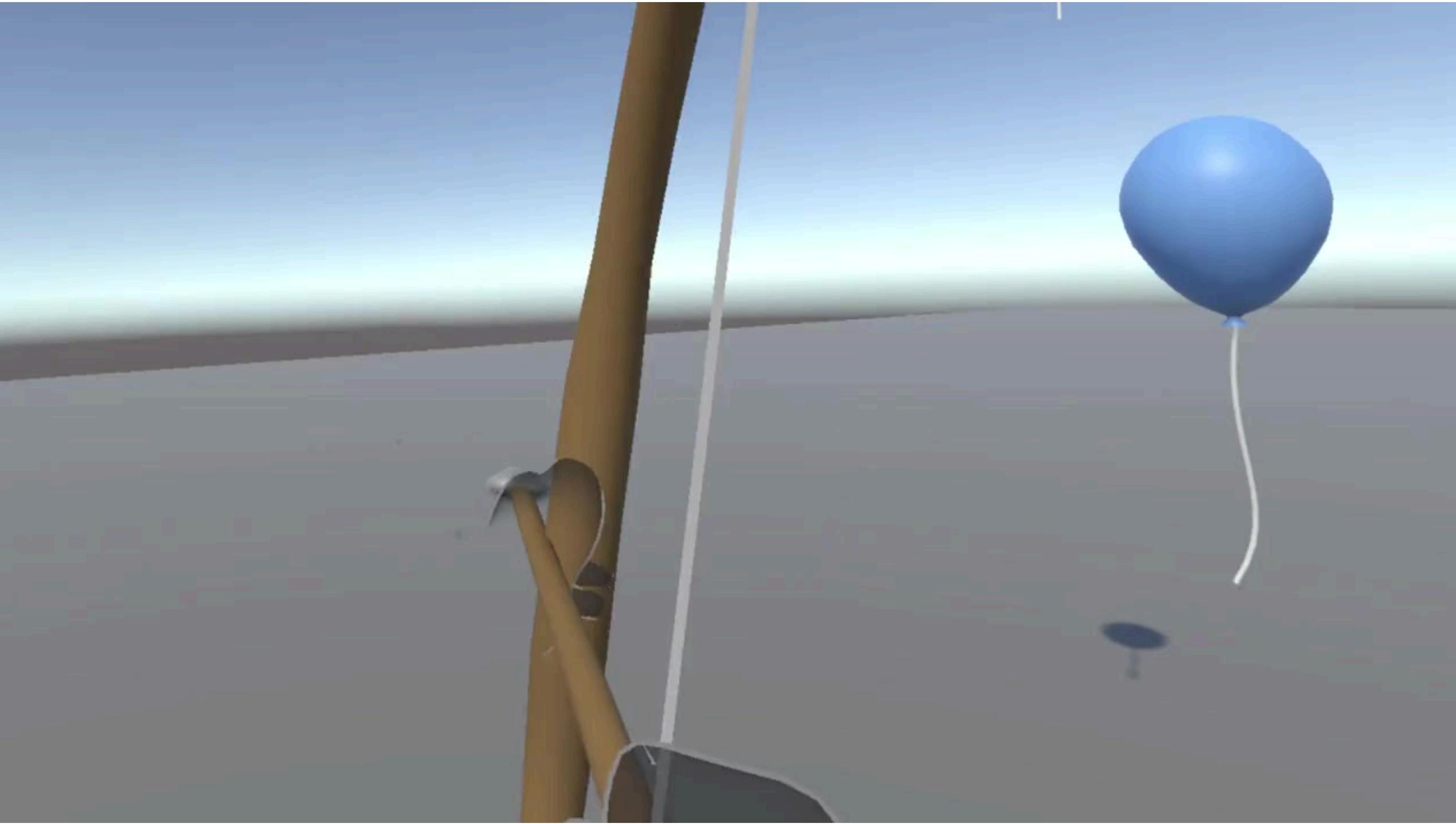


PROGRESS - ARCHERY GAME

Implemented Mechanics

- Bow and Arrow
- Arrow release
- Arrow physics
- Balloon interaction

CURRENT STATE - ARCHERY GAME



NEXT STEPS

Archery Game

- Improve the bow and arrow mechanics (physics, force);
- Add more target types and basic scoring;
- Add player feedback systems (sounds, particles, UI);
- Create initial levels with simple challenges and targets.

The End

Thank You For Listening