

## Group 9

The basic idea that we have is a Virtual Reality version of *Fruit Ninja*. Our inspirations for the idea we came up with are sourced from a few different games we have played. These include *Fruit Ninja*, *Beat Saber*, *Mortal Kombat*, and *Candy Crush Saga*.

*Fruit Ninja* is a game where, “the player must slice fruit that is thrown into the air by swiping the device's **touch screen** with their finger(s) or in the case of the Xbox 360 version, the player's arms and hands. It features multiple gameplay modes, **leaderboards** and multiplayer.”([https://en.wikipedia.org/wiki/Fruit\\_Ninja](https://en.wikipedia.org/wiki/Fruit_Ninja)) Our project is similar to *Fruit Ninja* in that it allows the user to slice fruit. The main difference between the two is that we will only be slicing apples and the VR aspect.

With *Beat Saber*, you have a VR experience that incorporates a few key variables into the environment. “The game features the player slashing blocks representing musical beats with a pair of red and blue light sabers and takes place in a surrealistic neon noir environment.”([https://en.wikipedia.org/wiki/Beat\\_Saber](https://en.wikipedia.org/wiki/Beat_Saber)) We propose a very similar game with slashing/slicing with a sword/knife. The difference being that we have apples instead of blocks, and the player will be moving through the environment.

*Mortal Kombat* is an “out-of-the-box” inspiration. This game is a far cry from *Fruit Ninja*, that is known mostly for its’ “high levels of violent content, including, most notably, its Fatalities (finishing moves allowing the player to finish off their defeated opponent).”([https://en.wikipedia.org/wiki/Mortal\\_Kombat](https://en.wikipedia.org/wiki/Mortal_Kombat)) Our project is similar though because of the attention to detail when it comes to the graphics. This is one of the aspects made *Mortal Kombat* such a huge hit when it first came out. There are many more differences than similarities, but the main ones include the 2D format and the fact that it’s a multiplayer fighting game.

One last inspiration for our project comes from the hit game, *Candy Crush Saga*. This game is known for its’ ‘addictiveness’ but also for its’ simplicity. Basically, the player progresses through levels “swapping colored pieces of candy on a game board to make a match[...]”.([https://en.wikipedia.org/wiki/Candy\\_Crush\\_Saga](https://en.wikipedia.org/wiki/Candy_Crush_Saga)) There’s more to the game but we have the idea. Similar to our project though, *Candy Crush* is really interactive and uses bright colors to engage the player/user. It’s like a casino. Differences here are the VR format that we will have, the music, and we are also using a tool and tracking.