

VR Pets

Status Update 4

Brought to you by the Code Monkeys

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(RIP Kip DeCastro)

Last time

- Apartment VR environment, fully furnished (utilities not included)
- Pathfinding and behavior prototyping
- Fox model built, rigged, and animated
- Menu interface organized and constructed



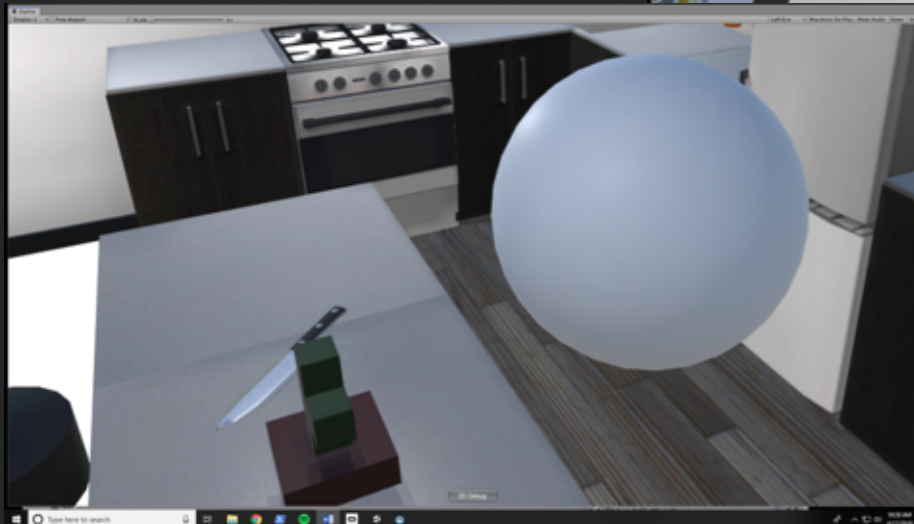
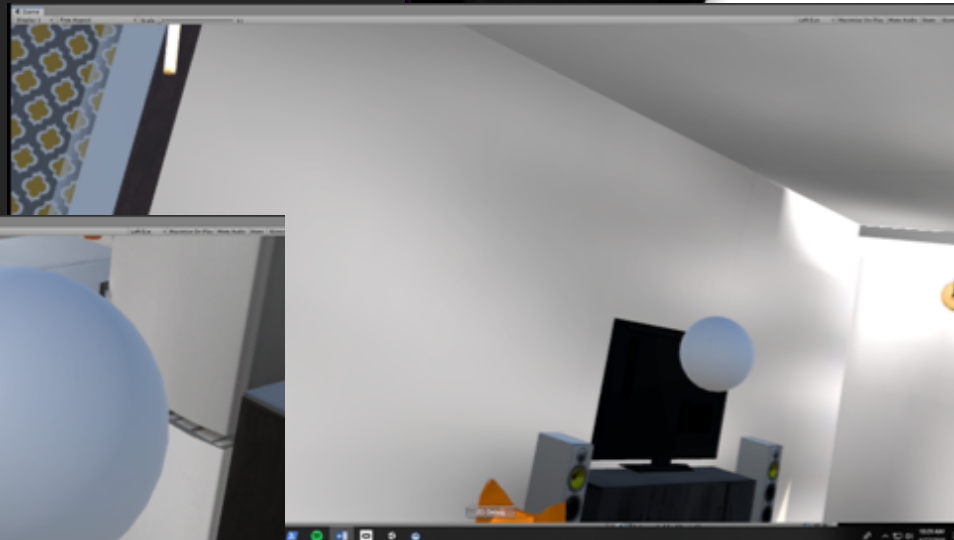
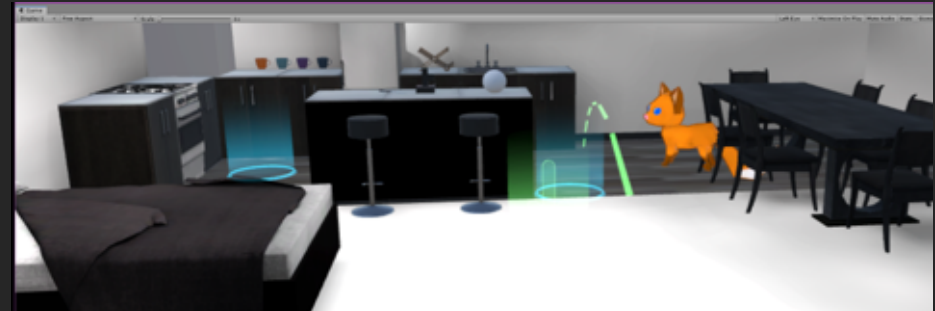
Since then

- Improved animations
- Swapped in Fox model
- Implemented Fetch action
- "Fixed" controller inputs
- Corrected some menu items
- SO MUCH troubleshooting



Current version

Throw a ball, pet will find and return it





Current work

- Debugging and fixes
- Improve animation timing and triggers
- Adding basic Pet Stats system
- Round out tutorial and interface
- Final presentation, narrative form

With a working MVP, we can continue with features and other plans.

Next steps

Get to a product we can present to our many stockholders and other investors

- Repo tidying, documentation
- Testing and polishing
- Finish courses, graduate (?)

Future work

Get to a product we can actually put in our portfolios and show to potential employers

- Polish and test more
- Look into publishing
- Watch for AR developments

Thank you!

Any questions?