

# Analysis of Mechanics

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**Title:** VTOL VR

**Released:** 7. 8. 2017

**Author:** Boundless Dynamics, LLC

**Primary Genre:** Simulation

**Secondary Genre:** Fiction, driving

**Style:** Stylised, cartoon

## Analysis

VTOL VR is a combat flight simulation game with some focus on realism. However unlike other simulators like for example DCS World it focuses more on using virtual reality to its full potential. Everything is created for virtual reality from scratch. It allows you to use motion controllers to push every button in the cockpit and use them to control the aircraft with a virtual joystick and throttle. It also allows you to use helmet mounted targeting system with see through mode since you already have a display mounted on your head. The cockpit is simplified to make it better suitable for virtual reality rather than keep it one to one with real planes while still keeping enough complexity.

The graphics are simple, cartoon-style which allows the game to run better in VR. In future better more realistic graphics could be added and improve the game however it does not hinder the gameplay since graphics are not the primary focus. The physics of flight and combat is where the game tries to be as realistic as possible. Although there are games that do this better VTOL VR still does it pretty well. You are more easily detectable when using active radar, rockets can lock on each other, have limited fuel and evasive maneuvers that you have to do in the game are close to real life.

The aircraft are fictional aircraft based on existing or combination of 2 existing aircraft. There are only 3 flyable aircraft as of now but it still takes some time to fully learn how to use each aircraft. The game teaches you a lot about jets and flight combat however it is not a fully realistic simulator. It showcases the potential of virtual reality games even from a small studio of one employee.