



VR COURSEWORK

CSCM035



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About VR Rage Room

The purpose of this VR project is to create an environment for users to interact and destroy objects, which can arguably help those with anger problems or for those who simply need to vent. The benefit of using Virtual Reality is that no real-life consequences can occur, and there is minimal risk to oneself and those around them. However, some may argue that keeping calm and minimising destructive anger has better long-term benefits for mental health. Despite this, a rage room was a better scope for this project.

How to play VR Rage Room

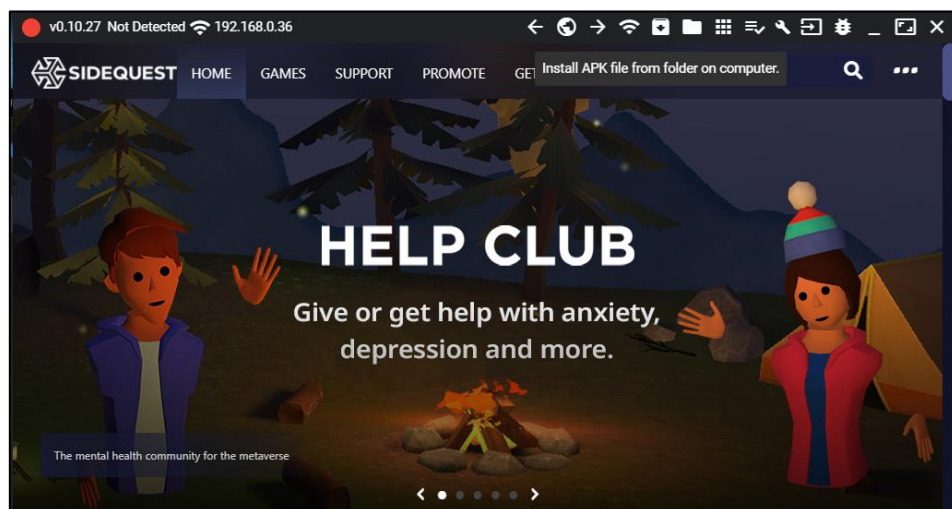
To launch the game, the following hardware is required:

- A PC running Windows 7 or later (Windows 10 is preferred).
- An Oculus Quest 2 (Or similar VR headset).
- A USB-C cable.

Additionally, the following software is required:

- SideQuest.
- Oculus App (PC).

Firstly, plug in the VR headset into your PC, then extract the ZIP file of the game onto the headset, there should be an apk file called “VR_Coursework_James_McKenna.apk”, copy and paste this into the downward arrow icon on the top of the software.



Once the apk file has been uploaded, unplug your device, and navigate to the apps section on your VR headset. On the top right, it should display currently installed apps, click it and scroll down to the bottom, where it should say “unknown sources.” Then click on “VR Project” and the game should run.

Sources

- The house, potion bottles, XR rig, and radio were created by Unity Technologies for their asset “VR Beginner: The Escape Room.”
- The baseball bat was created by CGunwale.
- The sledgehammer was created by RRFreelance / PiXelBurner.
- The destructible crates were created by Arion Digital.
- The medieval weapons were created by Ink Phantom.
- The Sword Two-Hander was created by Lord Enot.
- The song BFG Division was created by Mick Gordon for video game Doom (2016).
- The song Free Bird was created by Lynyrd Skynyrd.

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