ICS 685

Virtual & Augmented Reality

S.P.I.E.S.

SNEAKY PEOPLE IN EXTREME SITUATIONS

Presented by:
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THE BASICS

MULTIPLAYER VR/PC GAME

2 Player team game
Player 1: Operator (PC or CyberCanoe)
Player 2: Spy (VR Headset-
Oculus Rift or Vive)

OBJECTIVE

Extract the Enemy Hard Drive
Operator helps Spy navigate through rooms quickly until spy finds hard drive.
Get Spy back out safely without getting caught.

GAME PLAY

Various puzzles need to be solved to open doors.
Team work between spy and operator is required to solve puzzles and find hard drive.

The Spy

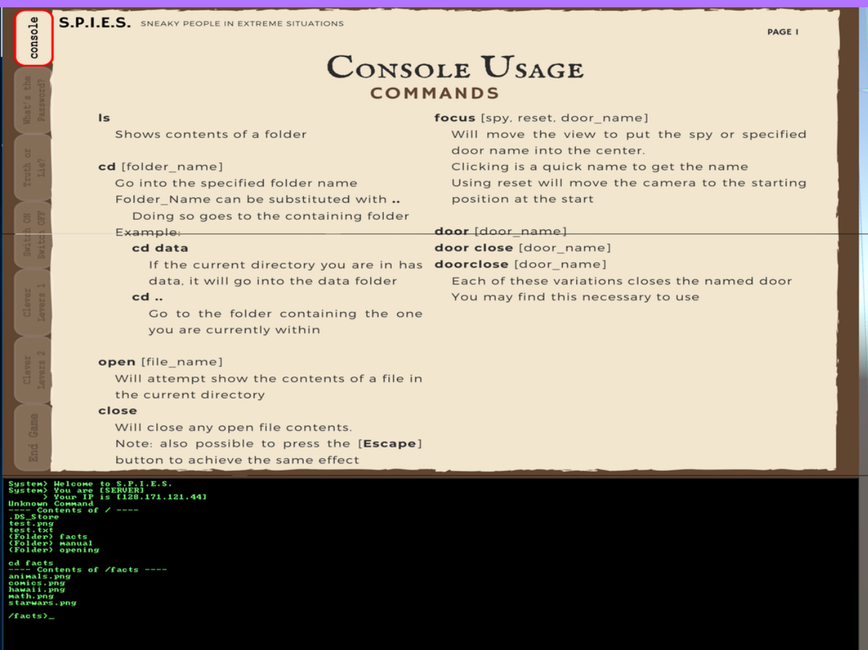
The Spy is placed in a virtual enemy world. He/she relays information about their world to the operator and follows operator instructions to open doors and navigate throughout the building. They must also avoid hazards like the alien Kirin guards.

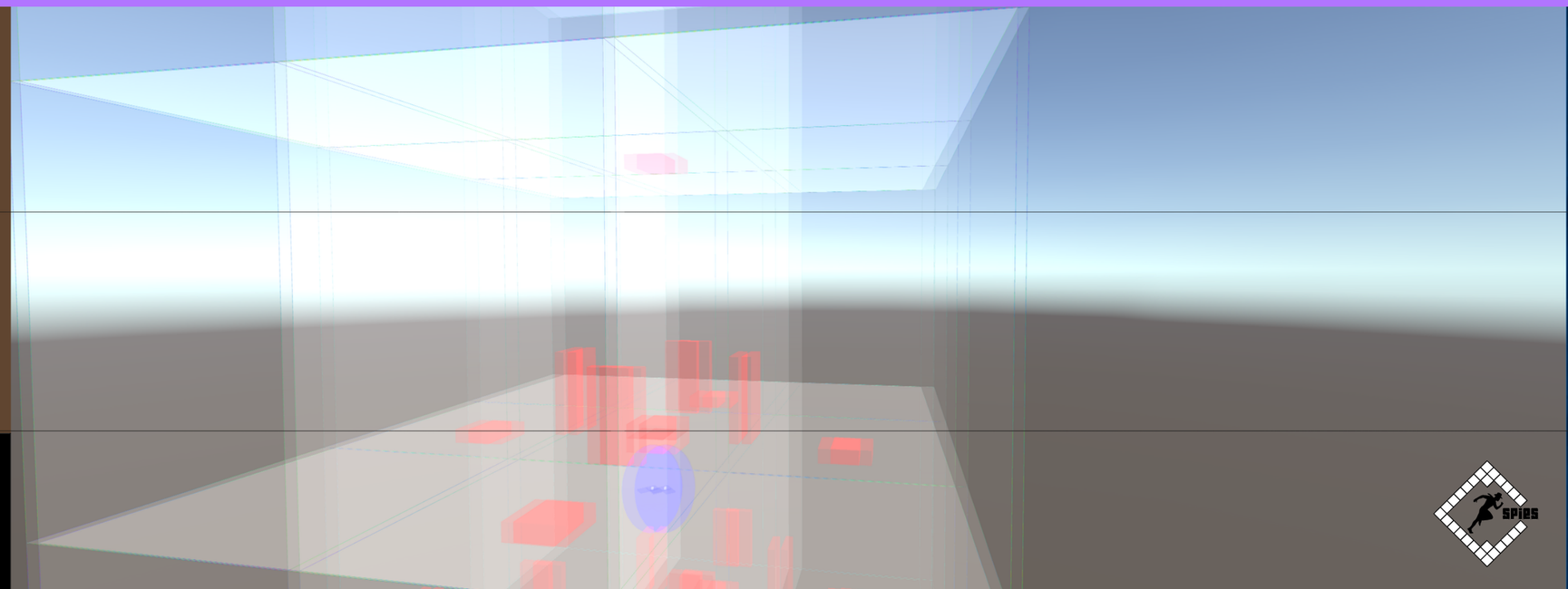
The Operator

The Operator has access to all the information needed for the Spy to solve puzzles. In addition, they have an x-ray view of the entire enemy building. They can also close doors and access additional information using their console.

The operator cannot see guards or other details about the Spy's world other than their position.

*The Operator has the option to use a 3D view on a CyberCANOE.





OUR TEAM

Dylan Kobayashi

Team Lead

Networking

Operator UI

Justin Bishay

Artificial Intelligence

VR Developer

Katrina Turner

Game Master

Spy UI

FUTURE WORK

4 PLAYER

Implement a 2v2 version of the game where 2 teams attempt to get their spy to tag the other spy.

ADDITIONAL PUZZLES

Add more types of door puzzles. Ideas include:

- Fingerprint reader
- Symbol encoding
- Button patterns

ADDITIONAL HAZARDS

Add obstacles to end scene.
Other consequences for incorrect puzzle answers
More forcefield prisons

DEMO VIDEO

https://youtu.be/EgY73ZiRrnc

SPECIAL THANKS TO...

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Ross Turner - Assets

University of Hawai'i at Manoa - ACM

Ronnie Kauanoe - CyberCANOE Package

University of Hawai'i at Manoa - LAVA

Nurit Kirshenbaum - Operator Console

University of Hawai'i at Manoa - LAVA