



# VR DUEL BYTEJAM 19-20

10th October 2019

## OVERVIEW

Mobile VR Western Duel and Minigame Series. In which different levels would include mostly a wave survival with a bottle shooting round mixed in. The Player would stand in place and move their head to look around and hold sight for moment to shoot. The bottle game would be a matter of limited time to get as many bottles as you can. If there's enough time the team would like to add a trivia mode as well. The game would be like to be built to a point of Mobile store release

## Development Team

### Team

- Dagan Penland
- Riane Corwin
- Dominick Richardson
- Jase Corwin
- Matthew Lukowski
- Brentyn Morgan
- Jacob Rogers

## OBJECTIVES

- Mobile VR
- Upload to mobile store to be downloaded
- Duel Game Mode
- Bottle Shoot Mode

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## USER STORY

The user opens the game, loads and proceeds to a menu which they can look at a button for an amount of time to select it. The can choose to duel, to do bottle shooting, or test their western wits.

### Standoff

The user will start off a distance away from a series of enemies. As the level proceeds more enemies will come and after so many are defeated they will stop spawning and you will pass the level. In order to reload you could look at ammunition sitting on the car before them. After so many waves it be interrupted with a bottle round which you would shoot as many bottles as you can in a limited time.

## OBSTACLES

- Mobile VR camera works
- VR gaze Interaction
- Enemy Spawning
- Time Limit Rounds
- Models
- Score Tracking
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## TOOLBOX

- Google Cardboard SDK
- Unity
- GarageBand for Music