

SmashIT VR

Team Members: Kevin Li (kl3285), David Rios (dar2209), Tina Tsai (tyt2111), Kei Asano (ka2836)



Overview:

Rage rooms offer an adrenaline-filled way for people to relieve stress, but they can also be costly, dangerous, and have restrictions on facilities and locations. To address these concerns, SmashIT VR provides a safe and immersive alternative. This virtual reality experience lets users relieve stress by ‘smashing’ a variety of virtual objects, simulating the thrill of a rage room without the associated hazards. The application offers users a wide range of hand-object and object-object interactions with immersive haptics and realistic breaking mechanics. It features 5 levels (including a tutorial), each presenting unique game objects to shatter, ensuring a diverse and engaging experience.

Permission:

Kevin Li, David Rios, Tina Tsai, and Kei Asano are willing to have their names appear next to their presentation of their work on the project web page and video for COMS W4172.