

Final Project

Lost Island

Genre: Single player, VR FPS

Platform(s): Windows

Tested on the following devices: Oculus Quest 2, Vive Pro 2, Vive Cosmos



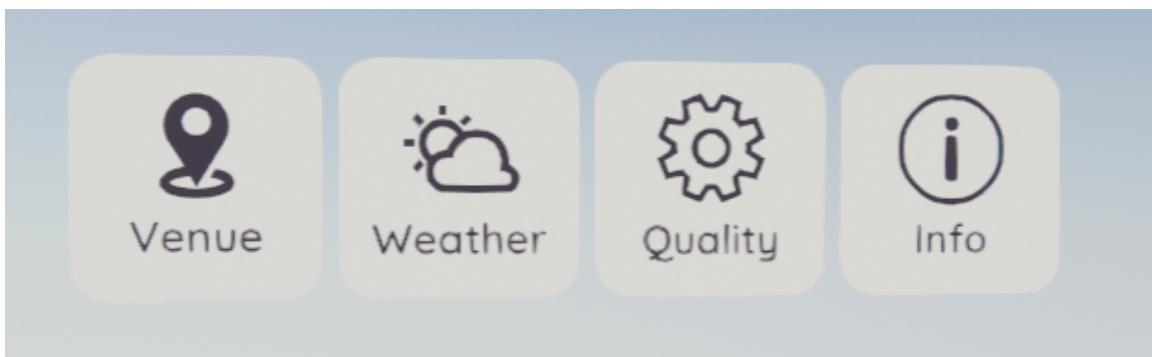
Background:

You arrived on an abandoned island... and you were so eager to explore.

Key features:

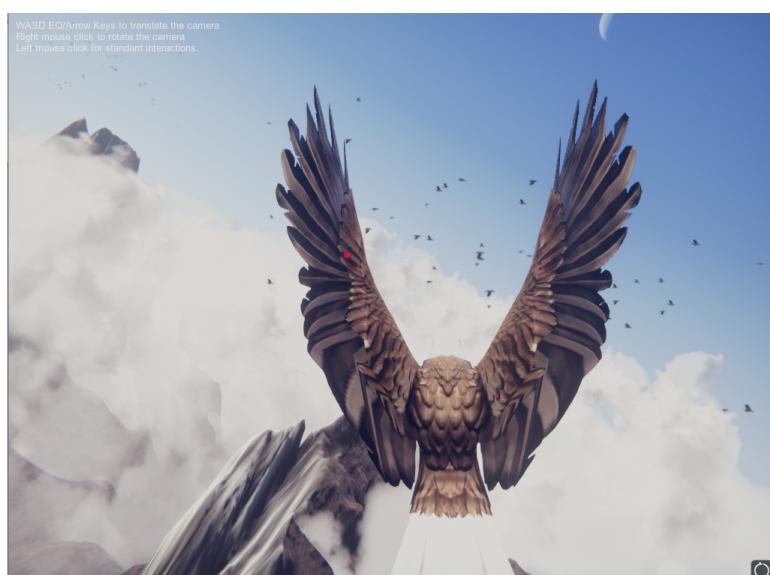
❖ Main menu (**Available in VR only**)

- Press the “**InteractUI**” button to open.
(/action/default/in/InteractUI)
- Four options:
 1. Venue: ship, gate, garden, house
 2. Weather: sunny(default), cloudy, rain, snow
 3. Quality: low(default), medium, high
 4. Info



❖ Eagle soar flythrough (**Available in VR and PC**)

- Teleport to the teleport ring titled “flythrough” next to the eagle to start.
- Elements include:
 1. Sound effects (rustle sound, bird sound, wind sound, water sound, eagle screaming voice, swinging wings sound)
 2. Particle effects (leaves fall, birds fly, clouds float)
 3. Visual effects (weather changing, eagle flying speed, swinging wings)



❖ Interacting with NPCs (**Available in VR and PC**)

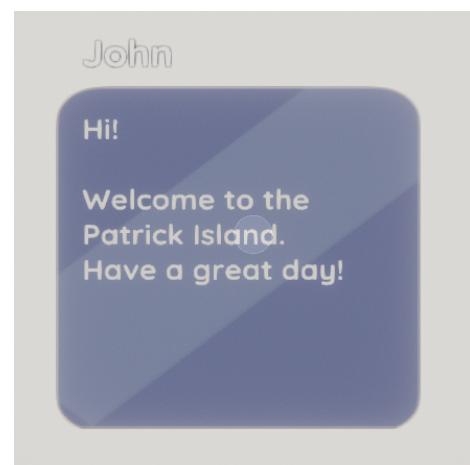
- Trigger the interaction by teleporting to the area next to the NPC.
- Each NPC has unique animations, dialogue and voices. A dialogue panel will pop up next to your right hand controller if you are using a VR headset.
- List of NPCs:

Human:

1. Lora
2. Mark
3. Peter
4. Sam
5. Maid

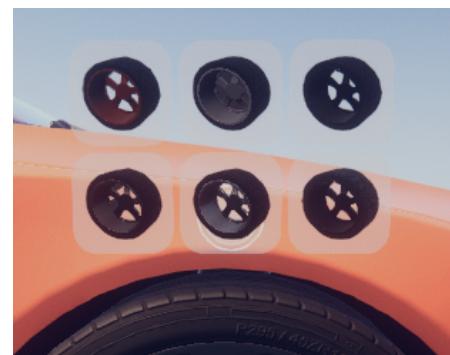
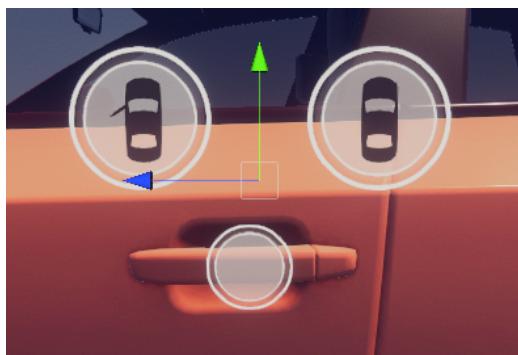
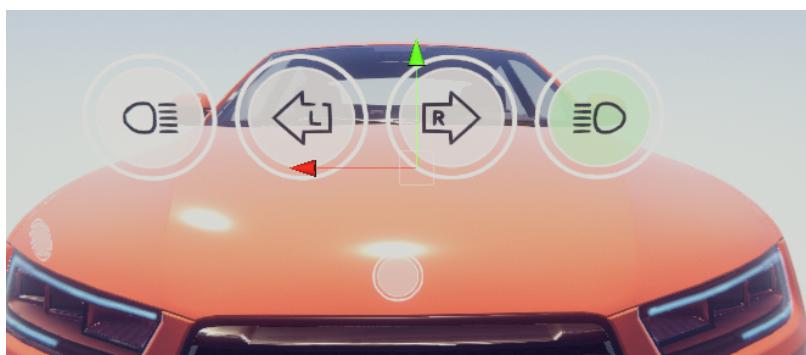
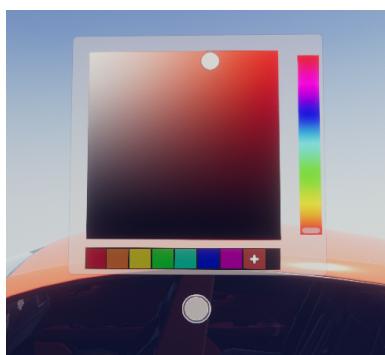
Animals:

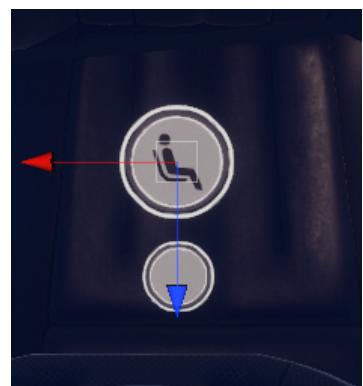
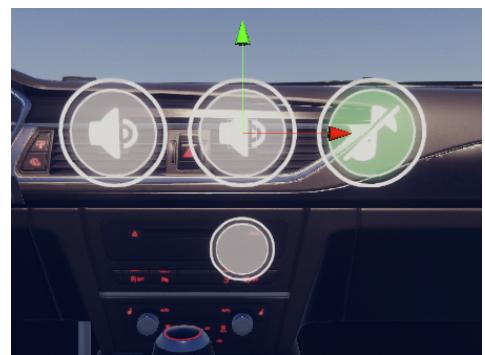
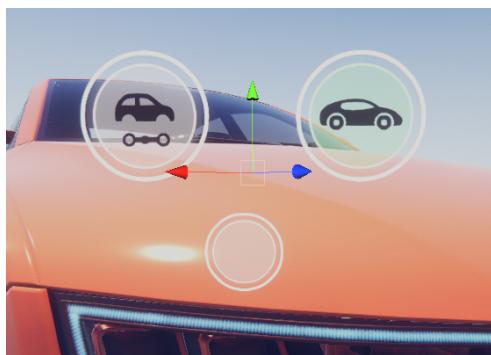
1. Butterfly
2. Cow
3. Dog
4. Sheep
5. Pig
6. Mouse



❖ Car configuration (**Available in VR only**)

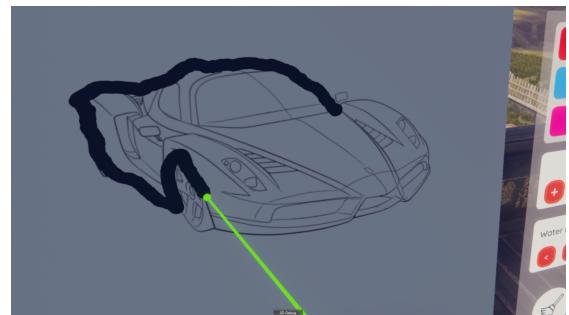
- Configure your ideal car on the second floor of the villa.
- List of properties:
 1. Exterior body color
 2. Interior body color
 3. Daylight color
 4. Brake, turn left, turn right, reverse, headbeam, daylight signal
 5. Door state
 6. Type of wheel
 7. Shell and interior separation
 8. Rain splash
 9. Music player
 10. Sitting position
 11. User interface display





❖ Car drawing (**Available in VR only**)

- Draw according to the car watermark in the bedroom.
- List of properties:
 1. Brush color: red, orange, yellow, green, blue, indigo, purple
 2. Brush size: 1~4
 3. Water marks: 4 different cars
 4. Eraser



❖ Other interactions

- Lamp, ceiling light switches
- TV
- Sofa
- Water tap
- Two-way door
- Interactable toy cars
- Backyard

❖ Environment design techniques

- Terrain sculpting, textures painting, layout of flowers, glasses, ivy, rocks and trees
- Lightmap baking
- Post-processing volumes
- Occlusion culling
- Environmental sounds
- Spline for animation

Thanks for playing!

By Patrick Tung