

DESIGN

Once it had been decided the game was going to be a zombie wave melee/shooter, the appropriate assets needed to be found to fit the theme and style that would be appropriate for a game centered around death and fear. The map settled upon was taken from the Infinity Blade: Castle (Epic, 2019). It was felt that the atmosphere of the level was perfect with the old style architecture and the low level of light. Additionally, it was felt that some medieval weapons would suit the theme much more than guns would. The assets found (Prop Garden LLC, 2018) for this purpose seemed to fit this purpose well while also being high quality but not too expensive for VR. Lastly, an appropriate design for the zombies was needed. Due to hardware limitations they couldn't be too high quality due to the number that would be utilised. The design chosen toes the line between design and quality nicely (Adobe, 2021).

HOW TO PLAY

The game has been designed to be as intuitive as possible, particularly in when considering the weapons. The player can just pick up and use them as they would expect to be able to in real life. Once the player picks up a weapon, the game starts (though don't be afraid to switch). The player will then face 3 waves of zombies that they can test their mettle (and also metal) with. To move around the room, the player can use the teleport feature, but they will have to keep an eye on their backs for any zombies! This function can be used to escape a crowd of zombies and give the player a bit of breathing room. The game also has a HUD which displays the current wave the player is fighting, and their health, which upon reaching zero, of course means gameover.



MORTVS VR

A VR DEMO BY JORDAN RUDGE

ENTER THE CHURCH AND FACE YOUR FEARS AS YOU HACK SLASH AND FIRE YOUR WAY TO SURVIVAL. WAVE AFTER WAVE OF THE UNDEAD IS ALL THAT STANDS IN YOUR WAY.