

CONTEXT

Perhaps the most famous zombie wave shooter is Call of Duty, with the gamemode first appearing in Call of Duty: World at War (Activision, 2008). Additionally, there is Arizona Sunshine, a VR based zombie game released in the last few years (Vertigo Games, 2016). Both of these games have very little option when it comes to melee zombie killing. For a VR game, melee was an important feature to add to properly showcase the capabilities of virtual reality. Therefore melee was made the main focus. A ranged option, the bow, was also added to show off multi hand weapon interaction. Archery has been utilised in many VR games due to its simple and intuitive feel. It has been used in games like Blade and Sorcery (WarpFrog, 2018), and QuiVr (Alvios Inc., 2018). These features all came together to inspire this showcase, and hopefully provide a good glimpse into the world of virtual reality.

CHOOSE YOUR WEAPON

Choose from an assortment of medieval style weapons to slay the zombies, including a variety one and two handed weapons, from daggers, swords and shields, to axes, maces and bows. Each one just as deadly as the last!

