

VR Version Crazy Arcade

01 IDEA



What is this game?
Idea Shortly & Key Features
Background for our VR app

Inspired #FPS #VR

What is this Game?



It is a game inspired by the existing [Crazy Arcade](#).
It will be devbeloped as an FPS game by combining it with VR.

Inspired #FPS #VR

What is this Game?



#Idea #Shortly #Ballons

Idea & Key Features



Player throws **Water ballons** to break the walls of the maze and kill enemies.

#Idea #Shortly #Items

Idea & Key Features



Player plays the game using several **Items**.
Ex) Passing through walls, popping water balloons...

#Idea #Shortly #3DVR

Idea & Key Features



Turn 2D Games into **3D VR** to give you a new experience.

#Idea #Shortly #Level

Idea & Key Features



Aim to clear each **level** by dividing the difficulty into **Easy, Normal, and Hard**.

#Background #OurApp

Background



Transforming a game that was popular a long time ago
>> New User Experience / change of point of view / memories

#Background #OurApp

Background



VR maze exploration, throwing water ballong and running away, killing enemies feels **Realistic!**

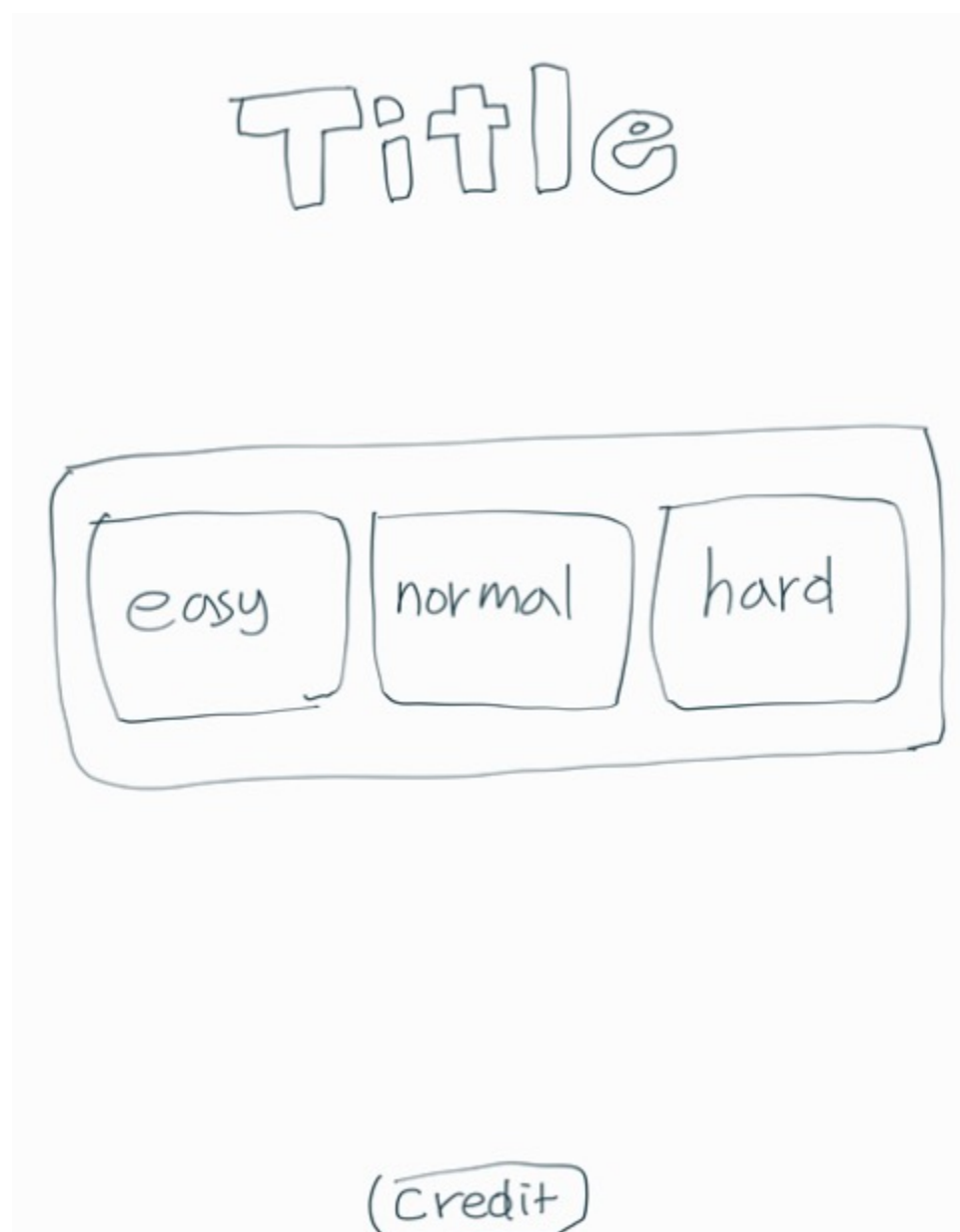
02 SKETCH



We sketched in advance the app
we would make.

#CrazyArcade #VR

Idea Sketch



Main

mode() : choose easy, normal, hard

credit() : go to the credit scene

#CrazyArcade #VR

Idea Sketch

Player	Enemy
move() : get input, blocked by maze and bubble	move() : follow player, blocked by maze and bubble
shoot() : play sound, power depends on trigger, make bubble	shoot() : power as set, make bubble
isBubbled() : unable to move no niddle -> game over	isBubbled() : unable to move no niddle -> count num to clear
getAndUseItem() : count niddle, use other Item immediately	getAndUseItem() : count niddle, use other Item immediately
gameClear() : count to clear	

#CrazyArcade #VR

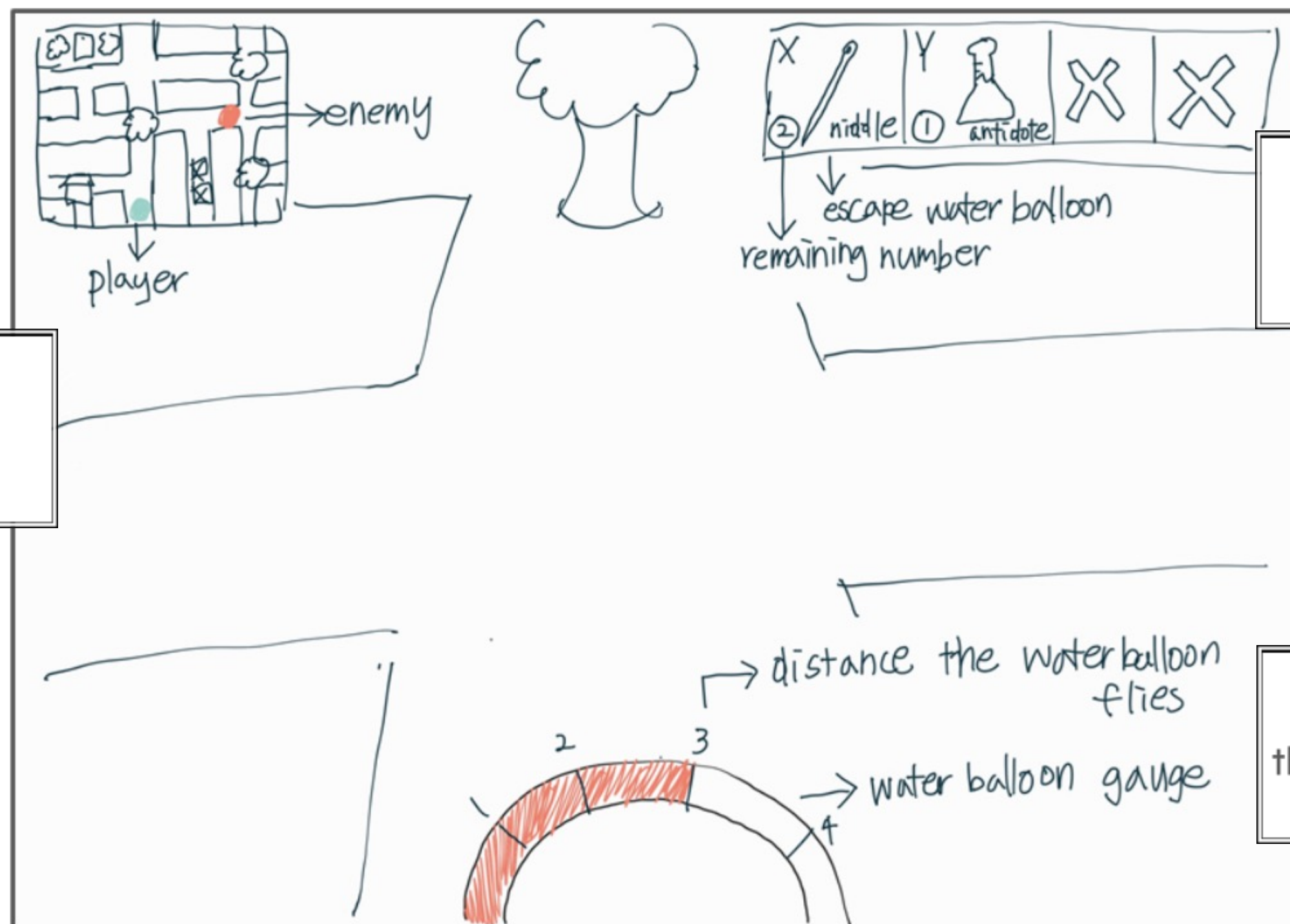
Idea Sketch

MazeBlockShootable

isShooted() :
destroyed, make Item
randomly

MazeBlockNotShootable

Idea Sketch



Player can see
enemies and players
on the map.

Player can check
the items they have.

Player can see the distance
the water balloon flies and gage.

Motivation

Immersive



Allows the player to immerse himself in the game.

Realistically



Enjoy realistically enjoying the water balloon loading and attacking game.

New Platform



Proposal of a new platform(VR) for games used in the existing computer/mobile

03 Work



Work Division
Work Schedule

Work Division

효주, 가은 : shoot bubble(player, enemy, maze), maze(item, destroy)

서영 : move(player, enemy), item(niddle, antidote, super bubble)

시은 : main(UI, maze mapping), overall development

Work Schedule



~05.08
Asset collection,
detailed planning
completed



~05.14
Maze Creation
Map & UI completion
Player / Enemy
Shoot Bubble



~05.21
Player / Enemy
Item Function
Item Box UI & Functoin

Work Schedule

~05.28

Item Function
Water Ballon Gauge
Shoot Bubble
Item Box UI & Function

~06.05

Complete
Implementation
of all functions

~06.09

Testing and
Bug Fixes

Thank you!