

Beat Hero

Game Summary:

-Beat Hero is a VR rhythm game, where the player be able to enjoy his favourite songs in a fun interactable VR experience.

Game Engine:

-Unity (2019.4.2f1 (64-bit))

Game Target Platform:

-Beat Hero is made for Android VR Cardboard.

Game Scenes:

-The game has only one main scene, this scene will handle the training, gameplay, audio visualizing, score, and all of the user interface elements.

-In the training section the game will start with a simple gameplay to introduce new players how to play the game.

Game Flow:

-The game starts with an introduction of the game and how to play it, then the actual gameplay starts, and when the player finishes the gameplay his score will appear Infront of him.

-The gameplay consists of some cubes will be instantiated with the rhythm of the song playing, And Infront of the player will be 3 hitboxes, each cube has a certain hitbox, the player should press the hitbox when the cube reaches its destined hitbox, ***NOT BEFORE NOT AFTER.***

Game Graphics:

-The game won't be heavy on graphics, the graphics would be simple.

-The game has a postprocessing effects such as bloom, color adjustments, and fog.

Game Controls:

-The player will be able to hit the hitboxes with ***R2, Analog, And L2*** on his Gamepad.

How To Play?

- Make Sure to Connect A T-3 GamePad First.**
- There're three cube cutters Infront of the Player.
- Pressing R2 Will trigger the Yellow Cutter for the yellow cube.
- Pressing L2 Will trigger the Cyan Cutter for the cyan cube.
- Pressing the left analog up will trigger the Red Cutter for the red Cube.