

IMGD 5100 Final Project Concept

Xingyu (Sindri) Zhou

Overview: In the MR mode on Apple Vision Pro, I created a simple **MR shooting game** utilizing custom hand gestures and world meshing. In this game, players won't need any controllers; instead, they can use only their hands to pick up a virtual handgun and defeat enemies that randomly appear in the room.

Gameplay: After the game begins, four orbs will appear around the player, and ghosts will spawn in the player's room, attempting to consume the orbs. The player's main objective is to protect the orbs and eliminate nearby ghosts using a handgun. Green bomb block will spawn on the room's floor; shooting the block will clear all existing ghosts in the room. The game ends when all the orbs are consumed. The longer the player survives, the higher their score.

Development: This project will use **Unity** on the **VisionOS platform**, incorporating **PolySpatial** for environmental configuration and choosing the **MR-based Unbounded Volume mode** for development.