VR TEAM PROJECT

공준혁 · Junhyeok Kong
신승우 · Seungwoo Shin
양성호 · Seongho Yang
이동원 · Dongwon Lee

TEAM 4

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2023-1 IMP

MOTIVATION &
BACKGROUND   IDEA &
KEY FEATURE   INTERACTIONS   SCHEDULES   WORK DIVISION

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001

Motivation & Background

In class lecture "Introduction to AR"
We learned about some ways to avoid VR simulator sickness :
Visual tunnel, Hiding peripheral Area, etc.

Limited FOV(Field of View) can cause **terror** to player

Rather than overcome it, we decided to **maximize** it.
We will focus on 'Immersive horror experience in VR'
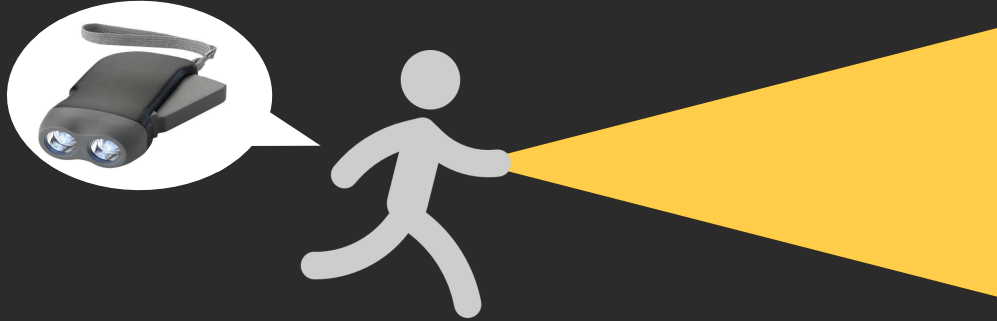
#UNBEATABLE ENEMY
RESIDENT EVIL SERIES

#MISSIONS TO ESCAPE
DEAD BY DAYLIGHT

PHASMOPHOBIA
#LIMITED FOV IN DARK
PHASMOPHOBIA

#LIMINAL SPACE
ANEMOIAPOLIS

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Idea & Key Features

Hand Crank Flashlight · Something in Dark · Repairing Broken Light System

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MOTIVATION &
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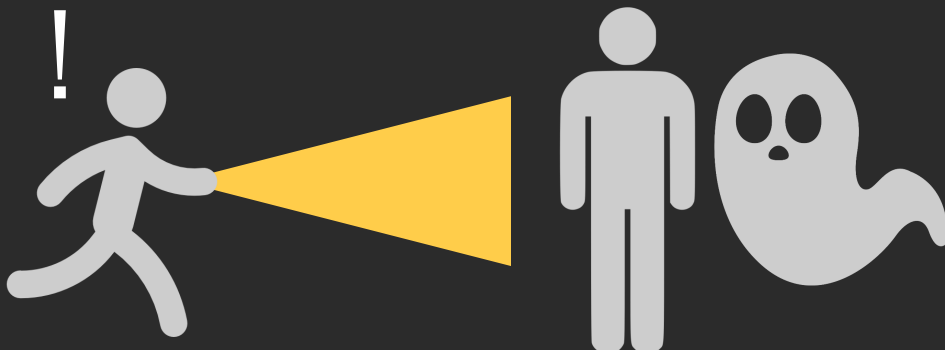KEY FEATURE

INTERACTIONS
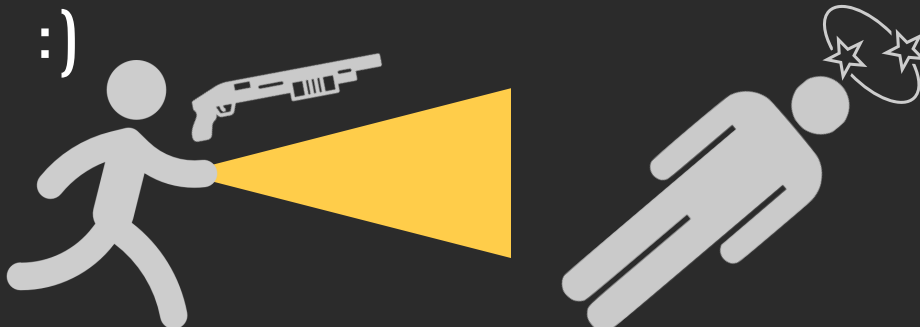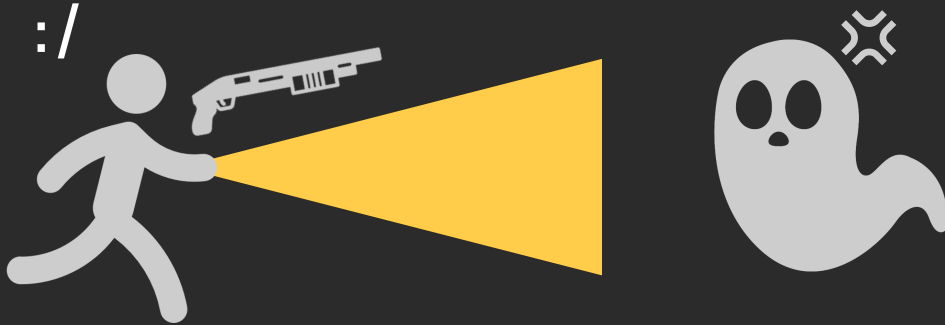
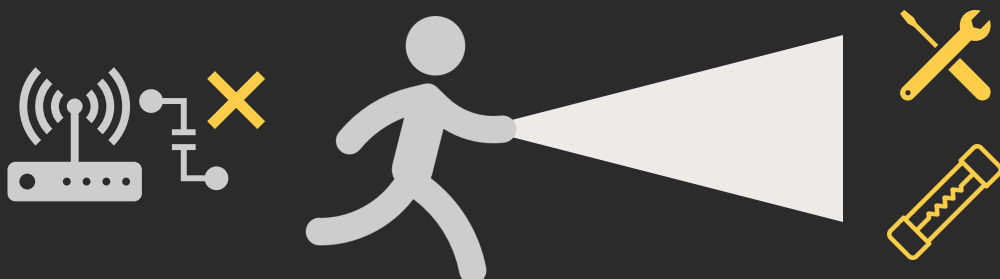SCHEDULES

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Idea & Key Features

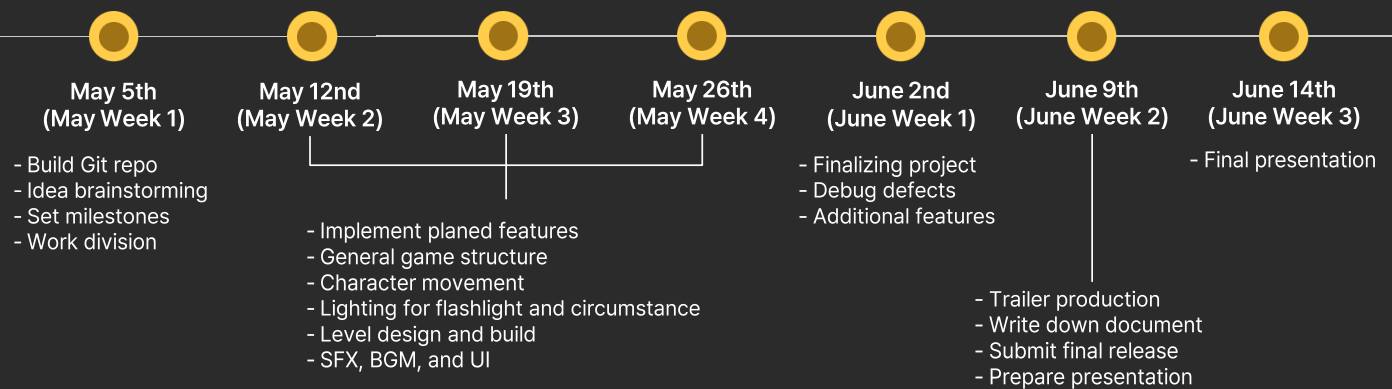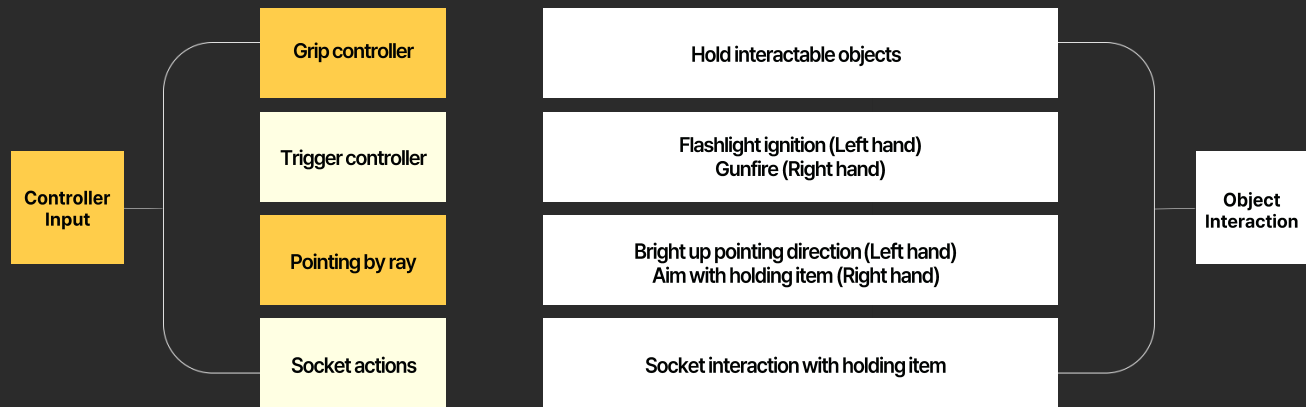Hand Crank Flashlight · **Something in Dark** · Repairing Broken Light System

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004

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Planed Interactions with Objects in VR

Controller Input

Grip controller

Trigger controller

Pointing by ray

Socket actions

Hold interactable objects

Flashlight ignition (Left hand)
Gunfire (Right hand)

Bright up pointing direction (Left hand)
Aim with holding item (Right hand)

Socket interaction with holding item

Object Interaction

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**May 5th
(May Week 1)**

**May 12nd
(May Week 2)**

**May 19th
(May Week 3)**

**May 26th
(May Week 4)**

**June 2nd
(June Week 1)**

**June 9th
(June Week 2)**

**June 14th
(June Week 3)**

- Build Git repo
- Idea brainstorming
- Set milestones
- Work division

- Implement planed features
- General game structure
- Character movement
- Lighting for flashlight and circumstance
- Level design and build
- SFX, BGM, and UI

- Finalizing project
- Debug defects
- Additional features

- Trailer production
- Write down document
- Submit final release
- Prepare presentation

- Final presentation

Schedules

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Work Division

Script programming will be performed by all together

양성호 · Seongho Yang	Project Management · Maintaining Git repository
이동원 · Dongwon Lee	Level Design and Implement · UI & SFX & BGM
신승우 · Seungwoo Shin	Level Design and Implement · Document & Presentation
공준혁 · Junhyeok Kong	Level Design and Implement · Character Control

THANK YOU !

공준혁 · Junhyeok Kong
신승우 · Seungwoo Shin
양성호 · Seongho Yang
이동원 · Dongwon Lee

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