

Tyler Dolan, Jessie Ju, Collin Lenz, Addison McGhee, Sam Theuer
Virtual Reality
Group Project Pitch
12/03/2020

Team name:

The Chess Club

Group members:

Tyler Dolan, Jessie Ju, Collin Lenz, Addison McGhee, Sam Theuer

Description:

I know what you're thinking, "Chess? Really?", and yes while normal chess is a little dull, we believe creating a chess experience in virtual reality is a great way to bring some life back into the game. The initial idea for the game comes from the scene in Harry Potter and the Sorcerer's Stone, where Harry, Ron and Hermione have to win a game of chess in order to advance into the next chamber. The scene filled us with excitement and thrills as a kid and we believe we can do the same in VR. Being able to see chess pieces advance towards you and your team will create excitement in player's usually reserved for the Grand Masters after winning the championship. The primary purpose to put this in virtual reality is to use the world in miniature control method and to give users a first person perspective similar to what Harry, Ron, and Hermione experienced.

Purpose of project:

To create a chess experience you actually want to play and advance our understanding of modeling and animation, as well as VR specific problems such as world in miniature control and movement.

What people will experience:

People will experience a sense of presence when they are immersed in a real, competitive game of Chess. Players will use immersive technology to move their pieces, plan their strategy, and defeat their opponents. By putting people in the game so they experience the queen's attacks, we hope to increase interest and enjoyment of the game.

Expected takeaways:

For users - a renewed interest in a game they learned about as kids and a new found appreciation for Ron's sacrifice at the end of the game.

For group members - a better understanding of movement and UI in VR along with improved modeling and animation skills.

Concept art:

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Equipments:
Head-mounted Display (HMD)

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Role and contribution:

Tyler - programming

Collin - programming

Addison - programming/modeling

Jessie - modeling/animation

Sam - modeling/animation

Things we know how to do:

Play Chess, program, “model”, and Google

Things we don’t know how to do:

Animation, high quality modeling, competitive chess AI, and networking to support multiplayer
(probably won’t add this feature anyway)

Timeline:

Meet via slack call/discord at least once a week and focus on working on this 2-3 times each week with an 80% functional prototype finished by April 17th with the week of April 19th being a full out finish it or bust week.