CS/DS 579 Final Project Presentation:

VIRTUAL WIZARD'S CHESS

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Purpose Behind Our Project

- Make chess more interesting to both players who have played before and those who have not
- Recreate a scene/game recognizable by many from *Harry Potter*
- Implement a World in Miniature controller
- Practice & refine development, modeling, and VR implementation techniques

Description of Project and User Experience

- People will experience a sense of presence when they are placed in the mystical, magical world of *Harry Potter*

- Players will use immersive World in Miniature technology to move their pieces, plan their strategy, and defeat their opponent.

- By putting the player directly in the game and world of *Harry Potter*, we hope to increase interest and enjoyment in the classic game of chess.

Problems We Ran Into...

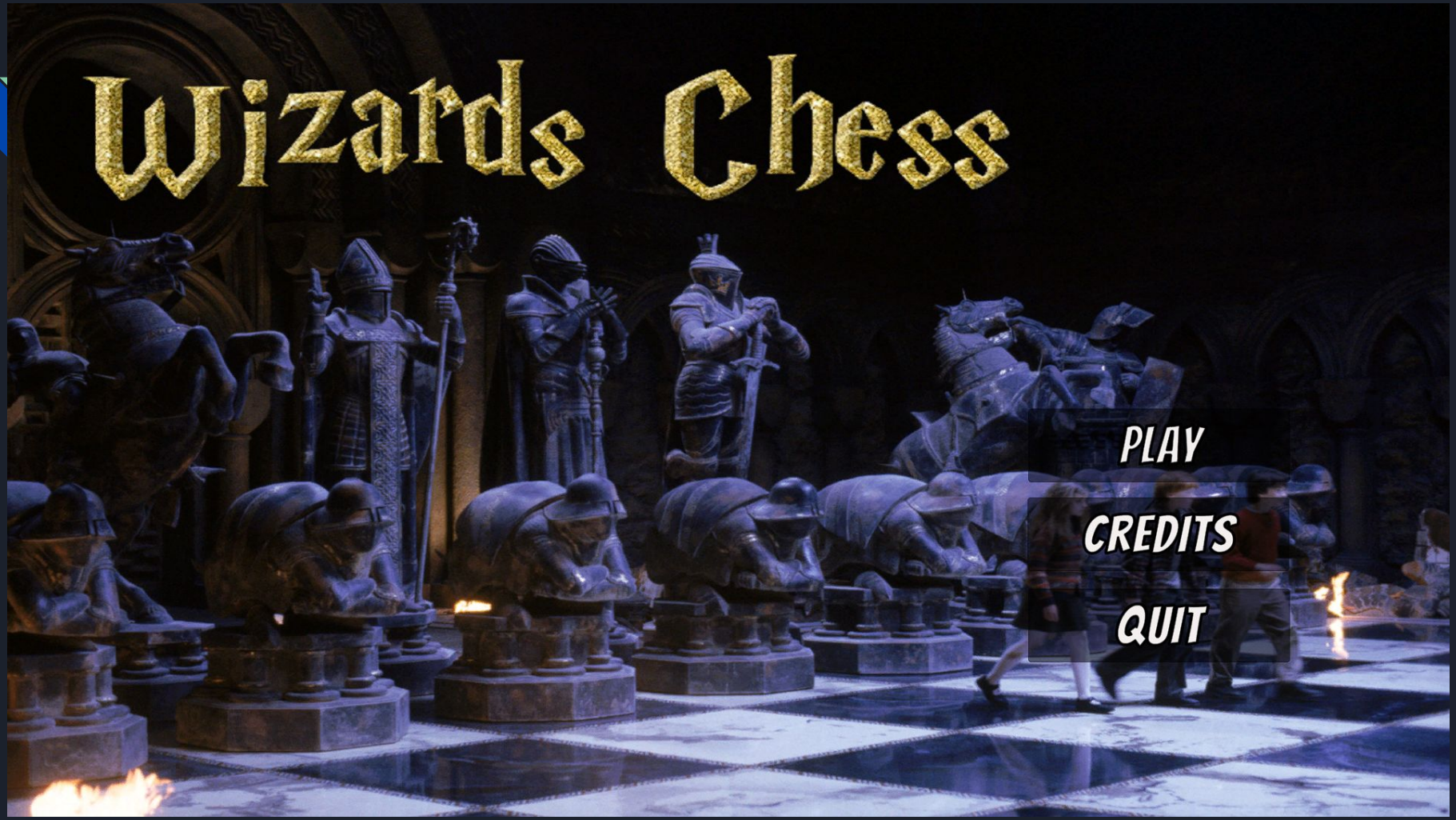
- Animating body parts & modeling the original pieces
- Importing textures
- Budgeting time
- Merging Unity projects together
- Artificial Intelligence
- Unity nuances + script/event triggers

What Worked Well...

- Modeling Chess Board and Pieces in SketchUp and Blender
- Communicating with Each Other via Slack
- Creating a Menu Screen
- Plenty of Unity forums if we got stuck

Instructions:

- Select “Play”
- Choose which chess piece to play as
  - Note: if the piece you’re playing as gets taken, you lose
- Use the world-in-miniature chessboard to control the larger pieces
  - Click on which piece to move, then select where to move it


Wizards Chess
PLAY
CREDITS
QUIT

Choose your piece!

KING

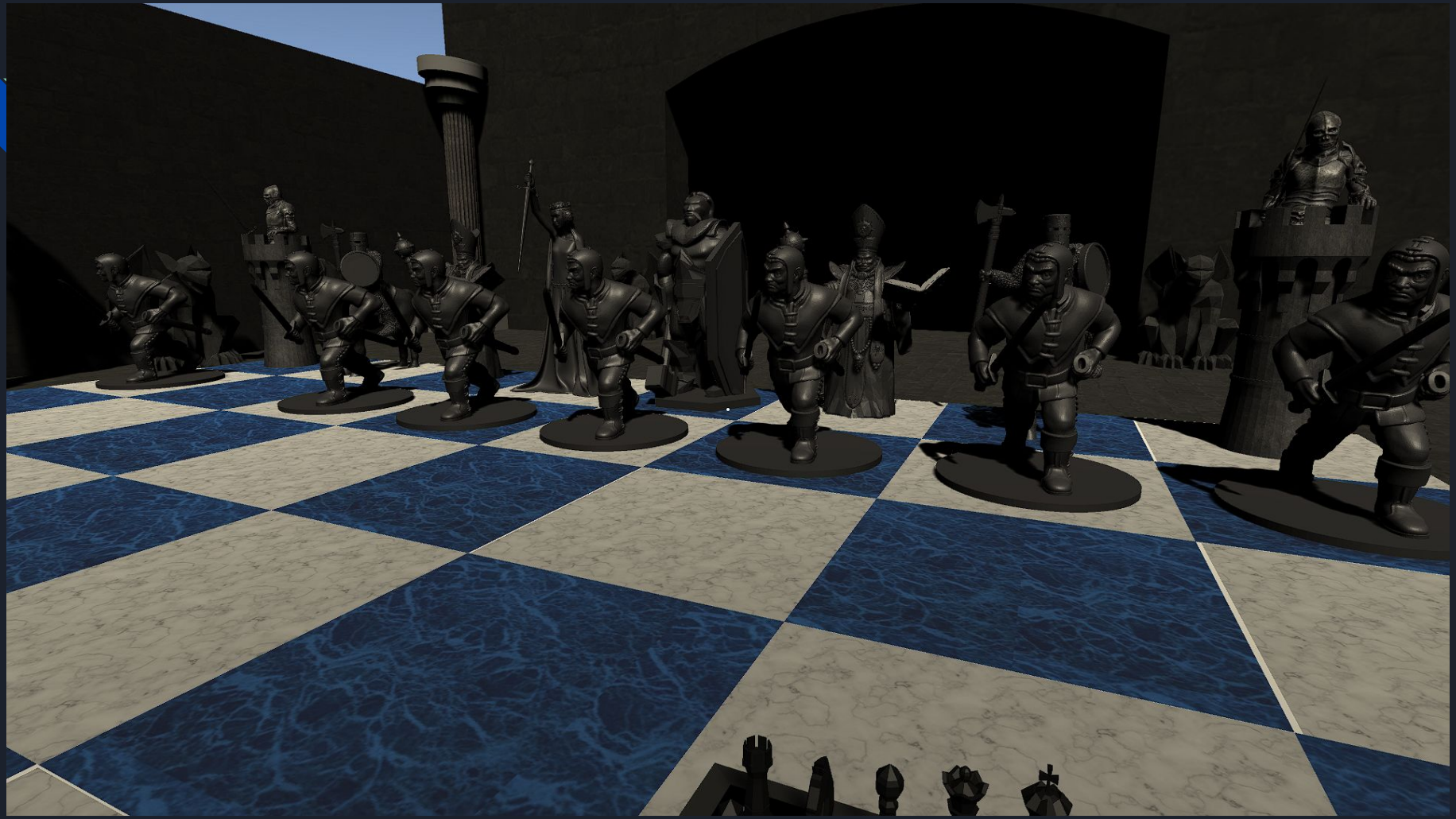
ROOK

BISHOP

KNIGHT

QUEEN

PAWN



Link to Download Project:

https://drive.google.com/drive/folders/1RJSXkCeRCPeJkRyeo3xRxLIQjkh2Efnu?usp=sharing

General Thoughts????

We would like to thank SOHE and the department of Computer Sciences for offering this learning opportunity!

Song Attributions:

"Epic chorus-song"; Author: frankum; Website: http://frankum-frankumjay.blogspot.com.es

"Epic Finale (loop)"; Author: X3nus; Website: https://soundcloud.com/x3nus

"Game Sound Selection"; Author: Bertrof; Website: http://www.facebook.com/bertrof

"Rocks"; Author: Adamgryu; Website: https://freesound.org/people/adamgryu/sounds/336023/

"stone_sliding"; Author: Rooms_Boxes; Website: https://freesound.org/people/Rooms_Boxes/sounds/424169/

"Loop_The_Seven_Seas_02"; Author: LittleRobotSoundFactory; Website: https://freesound.org/people/LittleRobotSoundFactory/sounds/320980/