



VR MONKEYS

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PROJECT OVERVIEW



- Follow a set of clues to find a missing or kidnapped person.
- Game is set in a VR world.
- All game interactions are made with the VR headset.

KEY ARCHITECTURAL DRIVERS

All our objects need
to
interact/communicate
with each other.

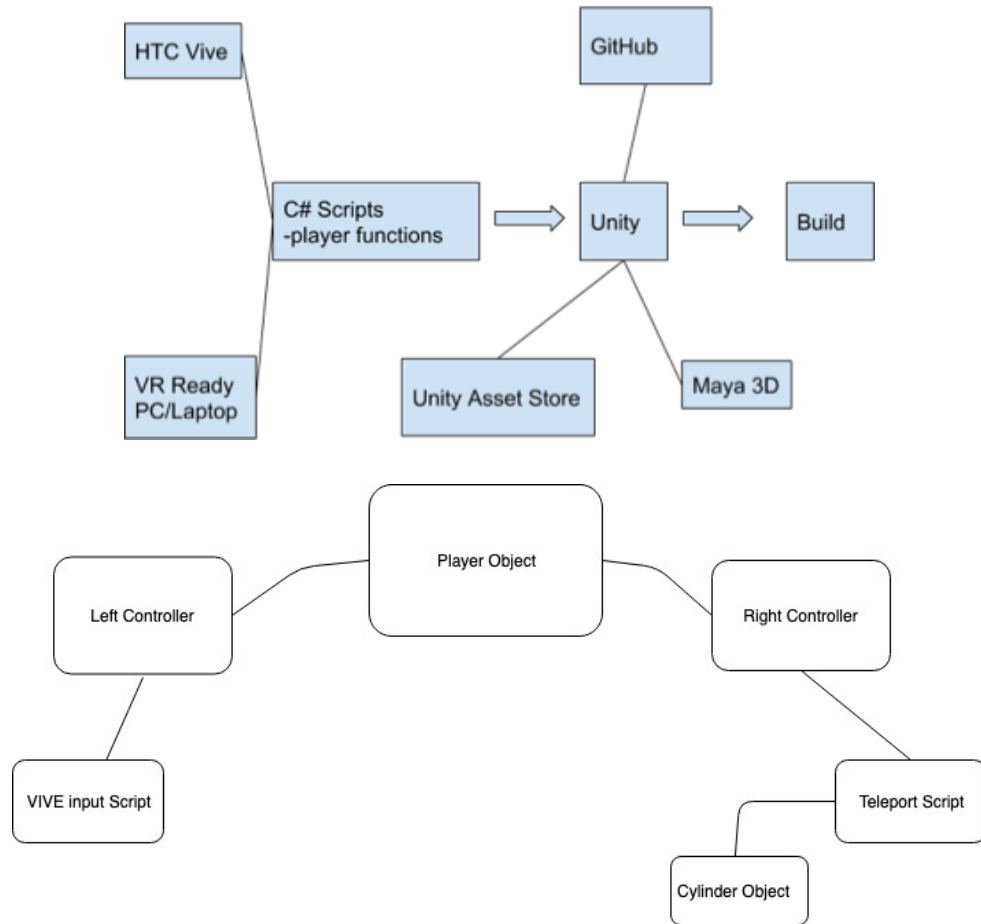
Objects are divided
into hierarchies.



ARCHITECTURAL STYLE CHOICES:

- Peer to Peer – Game objects can request actions from others. Game objects are independent.
- Publish and subscribe – Physics and object interaction.

OUR ARCHITECTURE - PEER TO PEER



- Lots of prototyping/testing
- Incremental programming



CONCLUSION:



- Architecture Style: Peer to Peer/Publish and subscribe
- Issues/Risks: Moving assets from program to program and making them work on each program.
- What clues should we have?
- How hard should the game be?