Jim’s Dungeon

Co-op D&D Tablet and VR Game

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# Game Overview

The purpose of the game is for the VR player to create the map by choosing the map blocks and placing it down for the tablet players to move to the final boss. The tablet players are to avoid hazards such as traps and monsters.

## Game Objective

The Objective for the tablet players are to survive a series of rooms and kill the final boss.

The Objective for the VR player is to build the map for the tablet players to move and reach the boss.

## Camera

The Tablet players have a 2-dimensional top down view of the map they are currently in. The VR player has an overall view, seeing the whole map, the players and the map block stack.

## Game Controls

The Tablet players have an analog stick to move and a button to attack monsters. The VR player is going to be dragging and dropping the map blocks onto the main map.

## Win Conditions

When the VR player has dropped 10 map blocks, the final boss map block will appear and he will then have added it to the main map. The tablet players must beat the boss, if they do both the tablet player and the VR player will win the game.