FPSVR User Manual

VR First Person Shooter Game + Game Console + VR headset

Group 20

E/16/173/394/396
CO227 Project
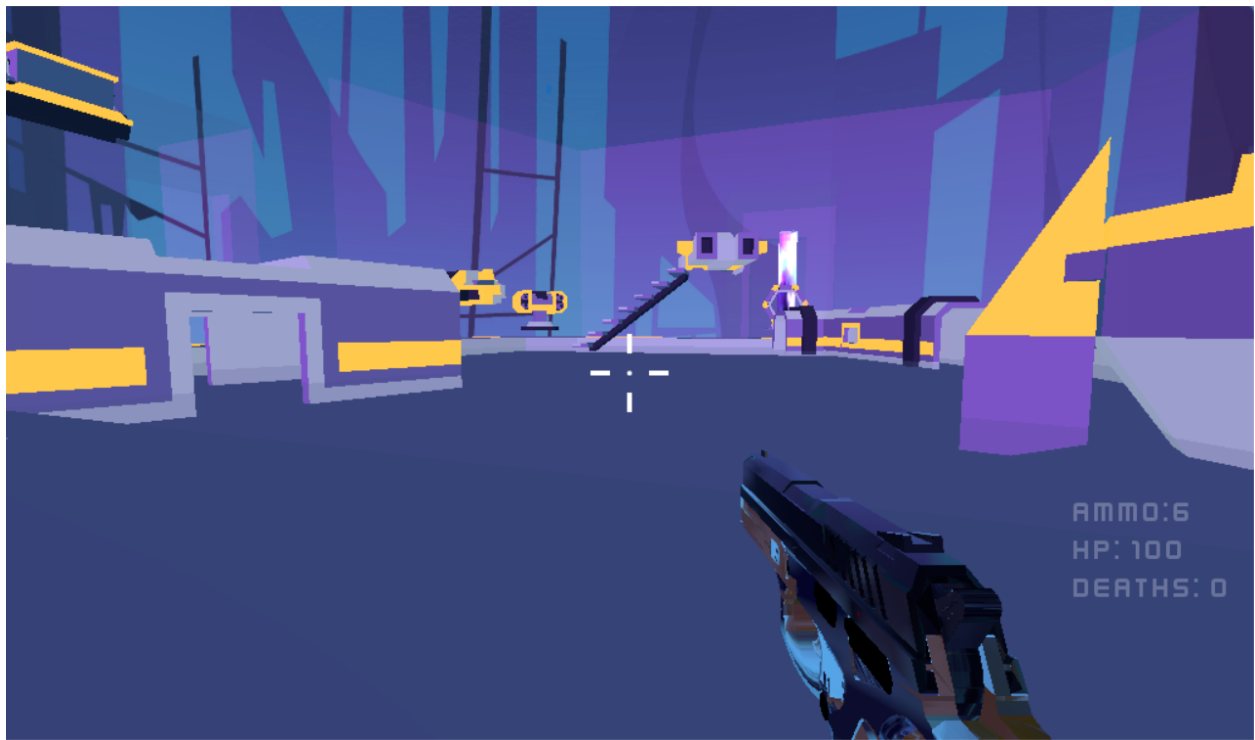
Content

1. Game Application

a. Overview

The FPSVR game is a online multiplayer first person shooter that combines traditional multiplayer shooter gaming experience with virtual reality to create an ultimate immersive gaming experience.

b. Gameplay

The gameplay is based on killing enemies with the available weapon and surviving kills from other players.

Gameplay is conducted on strategically designed maps that consist of large open areas, hiding spots, climbing spots, high grounds and spawning spots.

Sample player view (Regular mode)

The game can be played in two different modes:

1. **VR mode**

   Play on virtual reality with the controller & headsets.

2. **Regular mode.**

   Play on normal screen with on screen controls/keyboard/mouse.

c. **Configuration**

The server settings are already configured out of the box. However, players can change the settings to connect to different servers depending on the availability. The available server list will be displayed on the official website listed below. If none of the alternatives work following default server ips & ports should be used.

Default server ips/ports :

Server   :   3.87.67.176 , 1909

Gateway   :   3.84.15.115, 1910

Official website :

https://cepdnaclk.github.io/e16-3yp-full-body-motion-tracking-system/

d. **User account**

New players are required to create an account to join the gaming community.

Players should provide a valid email address and a strong password (length > 8 & must contain at least 1 number/symbol) to create an account.

That email and password must be entered every time a player login to the game.

The first portion of the email will be used as the username of the player on game and will be displayed on match detail windows.

e. UI navigation

To navigate on the user interface simply use regular navigations on smartphone / keyboard.

- Enter : Confirm

- Tab : next item on the menu

- Arrow keys : navigate

- X : match details
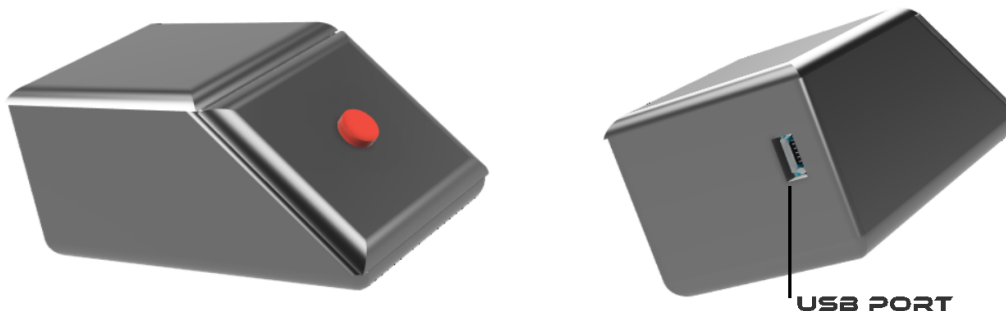
- Esc : Pause/Resume game

2. VR Controller

There are two versions of game controllers available and either one or both can be choosed.

Controller Actions

    Button press : Fire

    Tilt forward : walk/run forward

    Tilt backward : walk/run backward

    Tilt left : walk/run left

    Tilt right : walk/run right

Combined actions such as Tilt forward and left will result in combined game actions such as run forward and left.

a.Wired Controller

USB PORT

Wired Controller (Front/Back)

Wired controller is the cheaper, smaller version and it does not require batteries.

Simply connect the controller via micro usb cable and run the game.

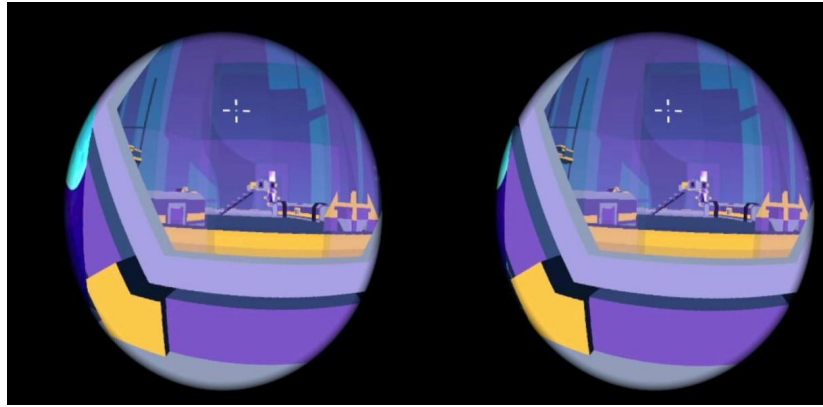## a.Bluetooth Controller

Bluetooth Controller (Front/Back)

The bluetooth controller avoids the inconvenience of connecting wires and gives more freedom to the player.

To connect the controller, turn it on, turn bluetooth on your device on and connect to the controller "FPSVR BC". Then launch the game and the controller will function.
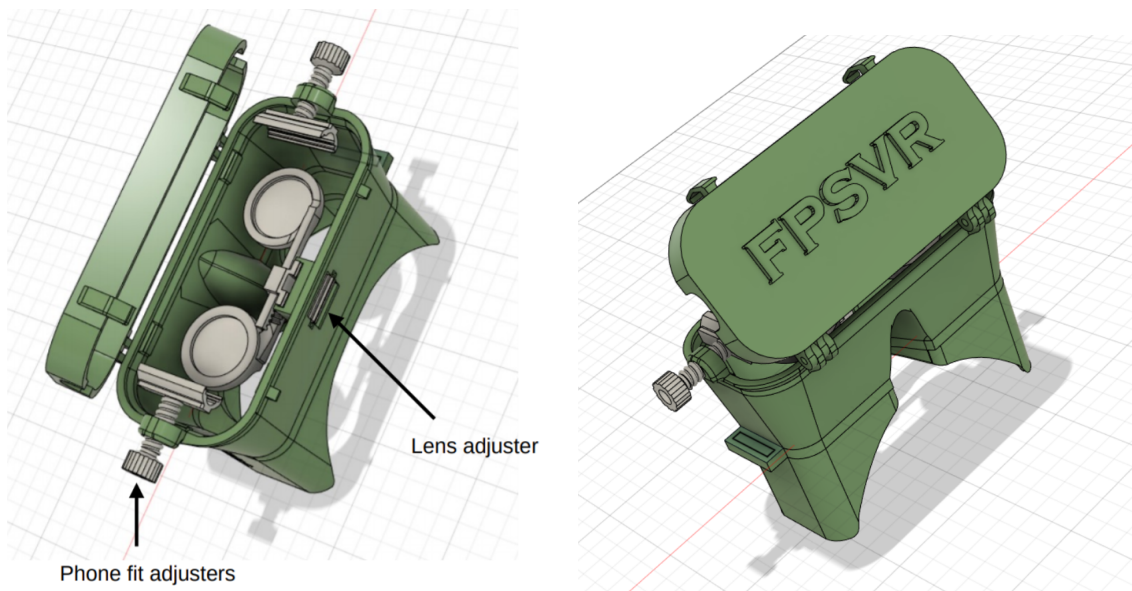
3. VR Headset

The VR headset holds a smartphone screen as the VR display of the graphics.

Vision on the smartphone screen

By rotating the lens adjuster player should be able to focus an accurate single vision of the game. Rotate the wheel back and forth until two images on two eyes overlap each other and create a single view. Headstrps will be provided to wear it comfortably.

Smartphone should be securely placed with the help of fit adjusters.

VR headset Open / Close

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