

Why Why presents:



Bar Of phantom



Team Members



KEVIN



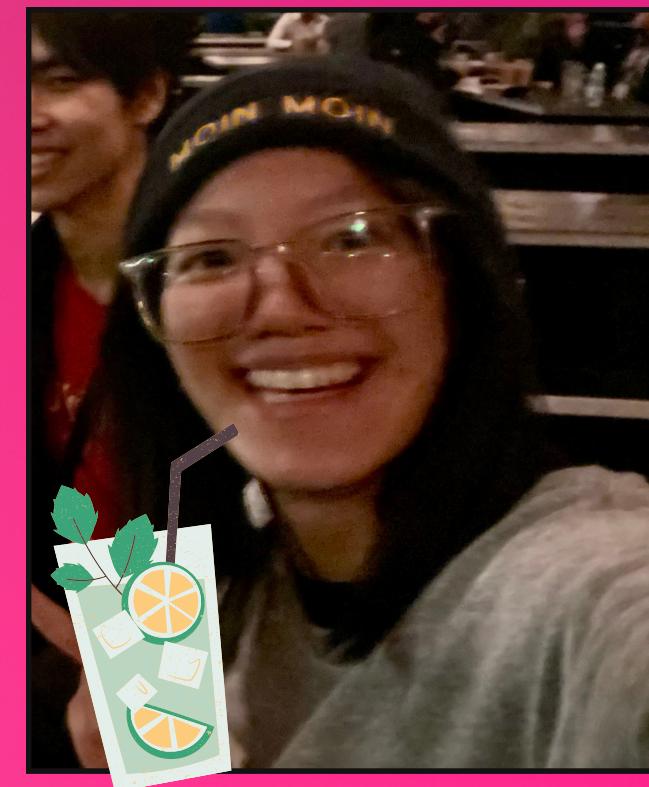
YUTONG



MA



INMU



SHARRYL

Ever dreamt of becoming
a bartender...?



Bar Of Phantom

Let's Play!



- 1 **IDEA**
- 2 **GAME DESIGN**
- 3 **USER TESTING**
- 4 **CHALLENGES**
- 5 **IMPROVEMENTS**





Inspiration



German Beer + Drinking Culture



People are hard to animate... so, ghosts :D

Bartending is cool !

References



VA-11 Hall-A:
Cyberpunk Bartender Action



Bartender
VR Simulator

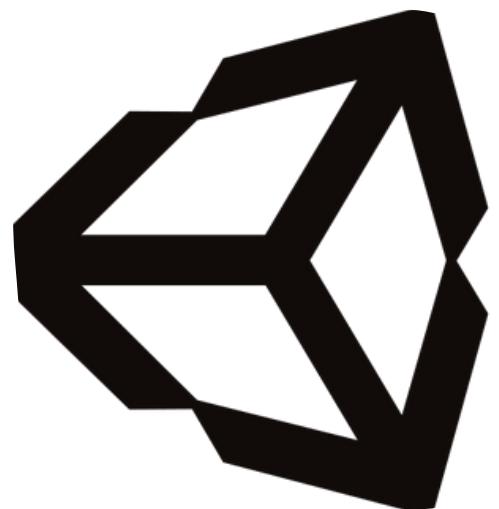
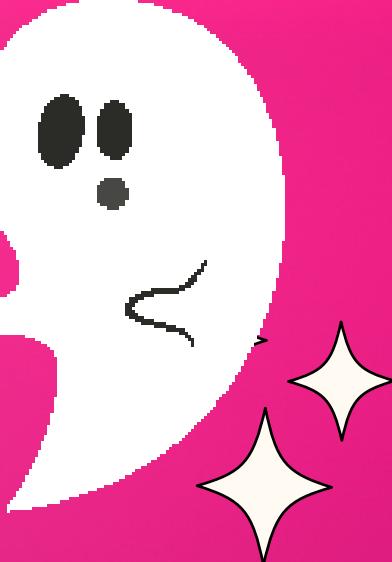
Concept

You, the player assumes the role of a bartender in the afterlife.
Listen to their past stories and serve correct drinks to different
ghostly patrons based on their orders for progression.





Implementation Tools



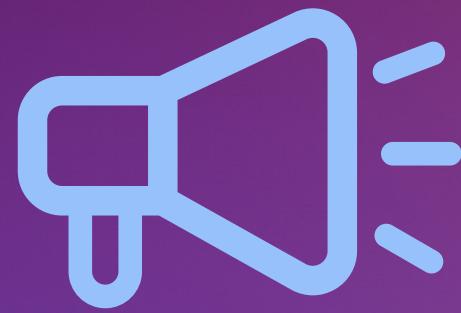
Google

YouTube

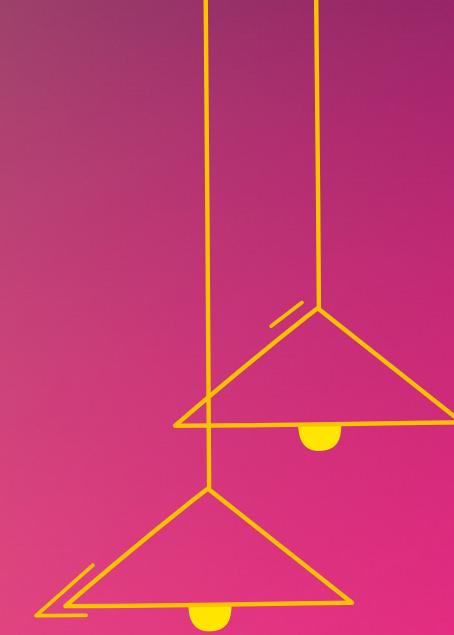
Miro

Unity

GitHub



Atmosphere



Gesture Controls



Move around the bar

Interact with UI,
bottles, and glasses

Tutorials,
Restart level, or Exit

User Interface



In the dark and mysterious city of Phantos, there lies a legendary VR cocktail bar called "The Bar of Phantom."

This bar possesses a unique ability to connect with the spirits of the deceased, granting its bartenders the power to enter the ethereal realm and communicate with the lost souls.

You have been chosen for your empathetic nature and curiosity about the stories of the departed.

ACCEPT



Game Play

Level 1



1



Anna
Help me with a cool "Asahi Beer" to recover my memories.

Listen to the story of
customer, Anna

2



Choose the right order

3



Put drink on the table

Game Screen



**Customer order with
timer countdown**

**Coaster only allows
correctly-made drink**

(Socket interactor)

Game Screen



Ideal Level Design



1. Give beer to customer

2. Take and pour beer/wine for customer

3. Mix and pour drinks

Game Play Video



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ACCEPT

User Testing



User Testing

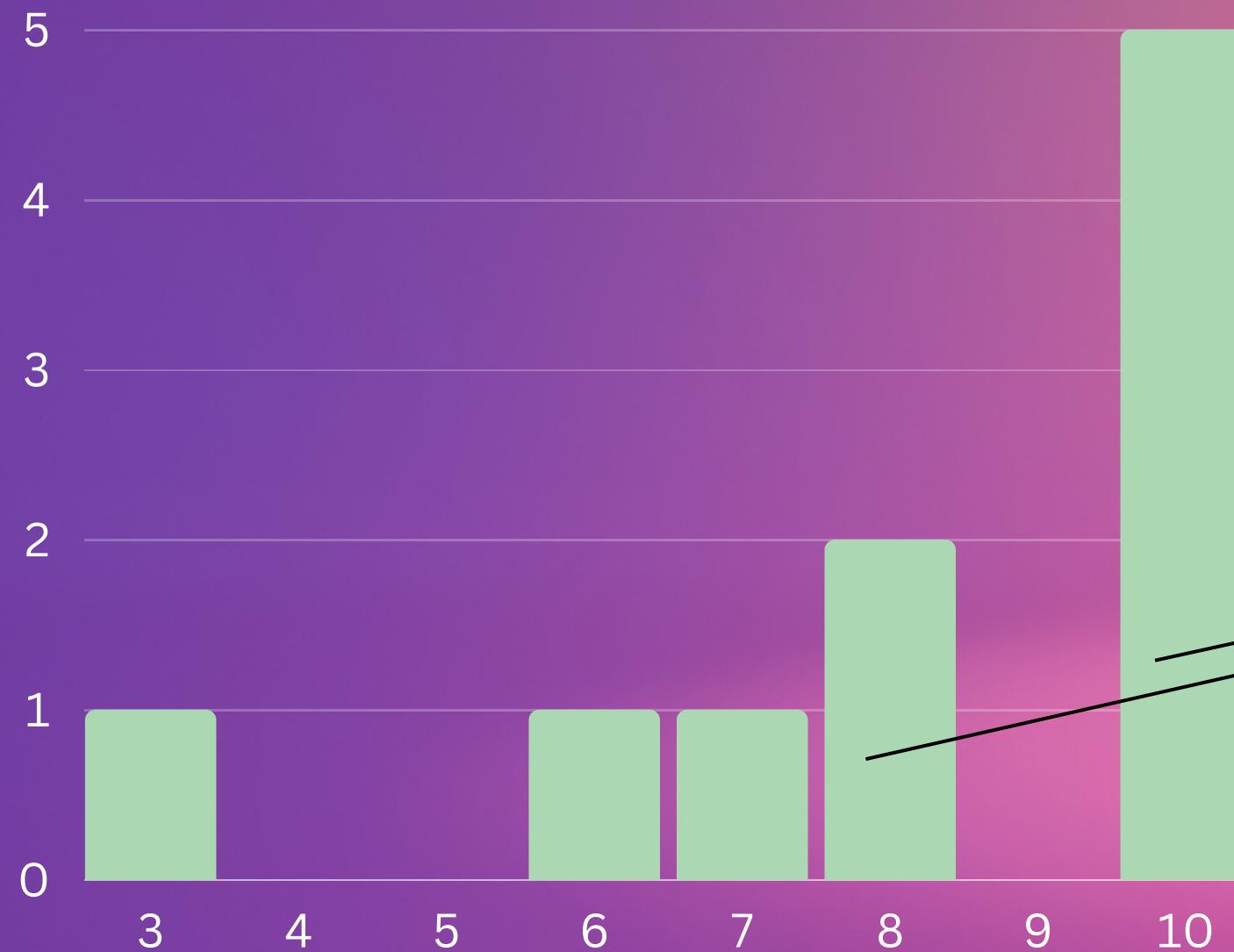
1. I think that I would like to use this system frequently.
2. I found the system unnecessarily complex.
3. I thought the system was easy to use.
4. I think that I would need the support of a technical person to be able to use this system.
5. I found the various functions in this system were well integrated.
6. I thought there was too much inconsistency in this system.
7. I would imagine that most people would learn to use this system very quickly.
8. I found the system very cumbersome to use.
9. I felt very confident using the system.
10. I needed to learn a lot of things before I could get going with this system.

System Usability Score: 83.25 / 100

User Testing

Game Concept

10 responses



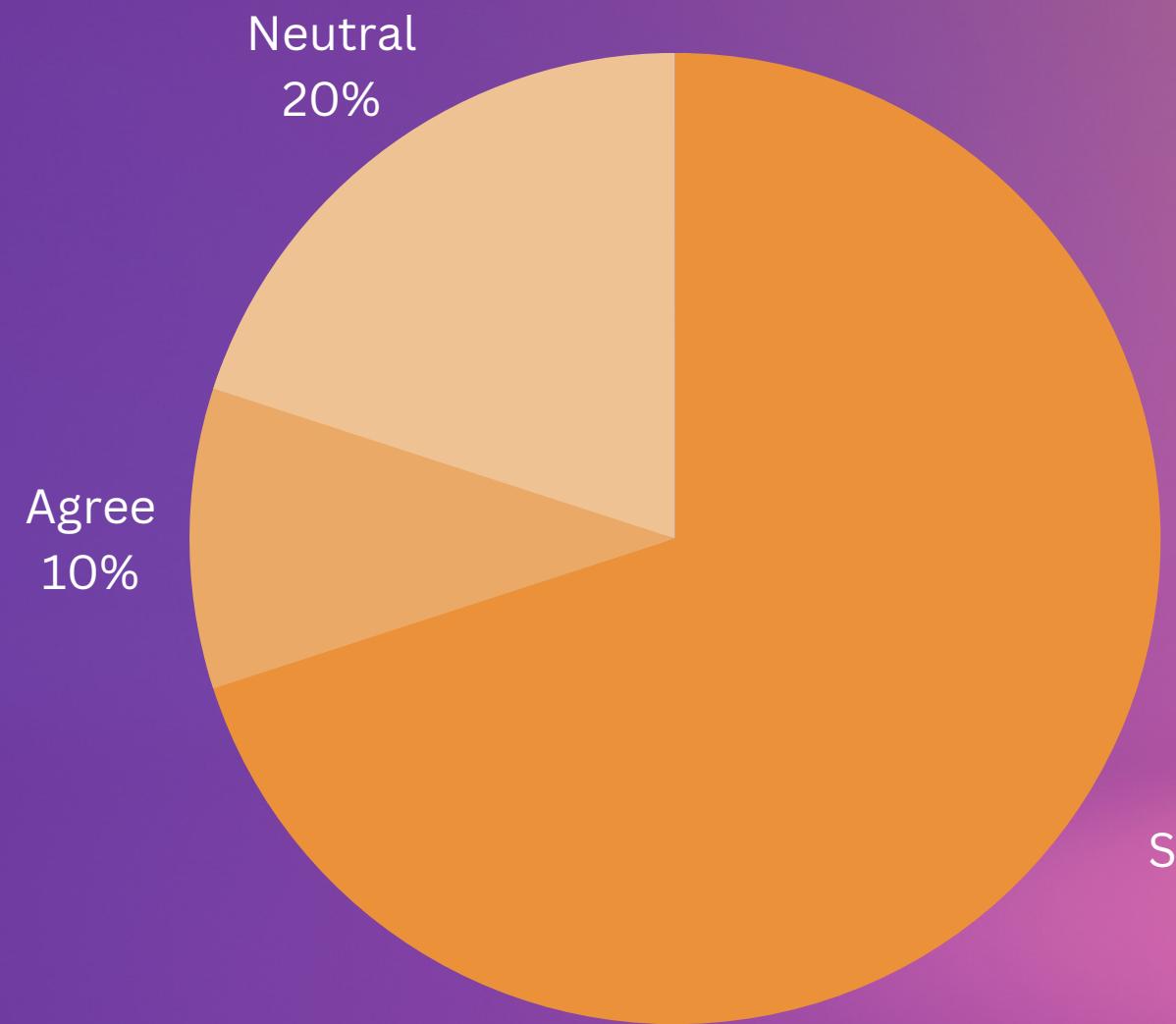
On a scale of 1-10, how well did the storyline and narrative elements of "Bar of Phantom" enhance your gameplay experience?

70% of players felt that it did its job well.

User Testing

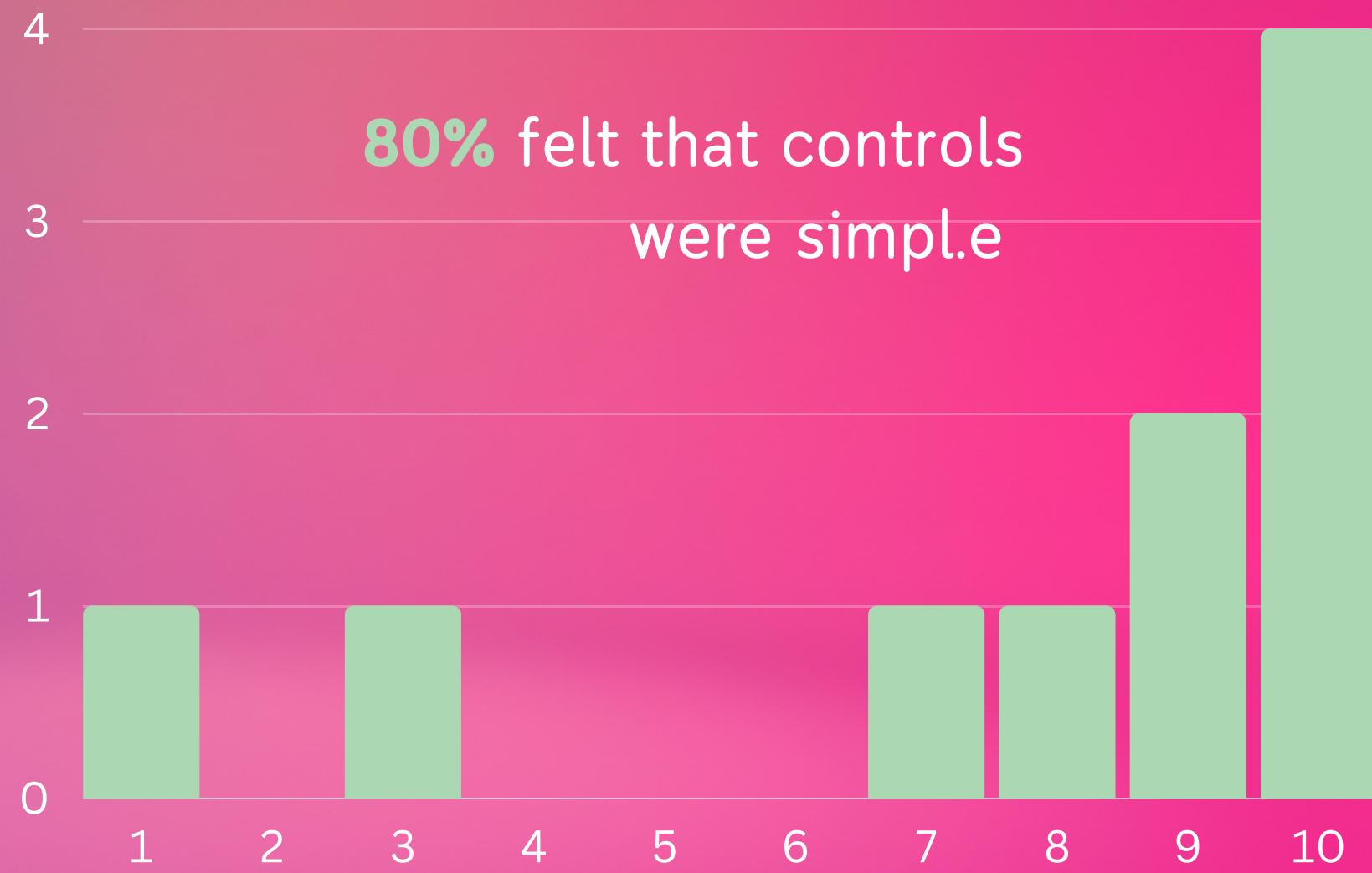
Game Controls

10 responses



I thought the system was easy to use.

Ease of navigation and interaction with objects and characters



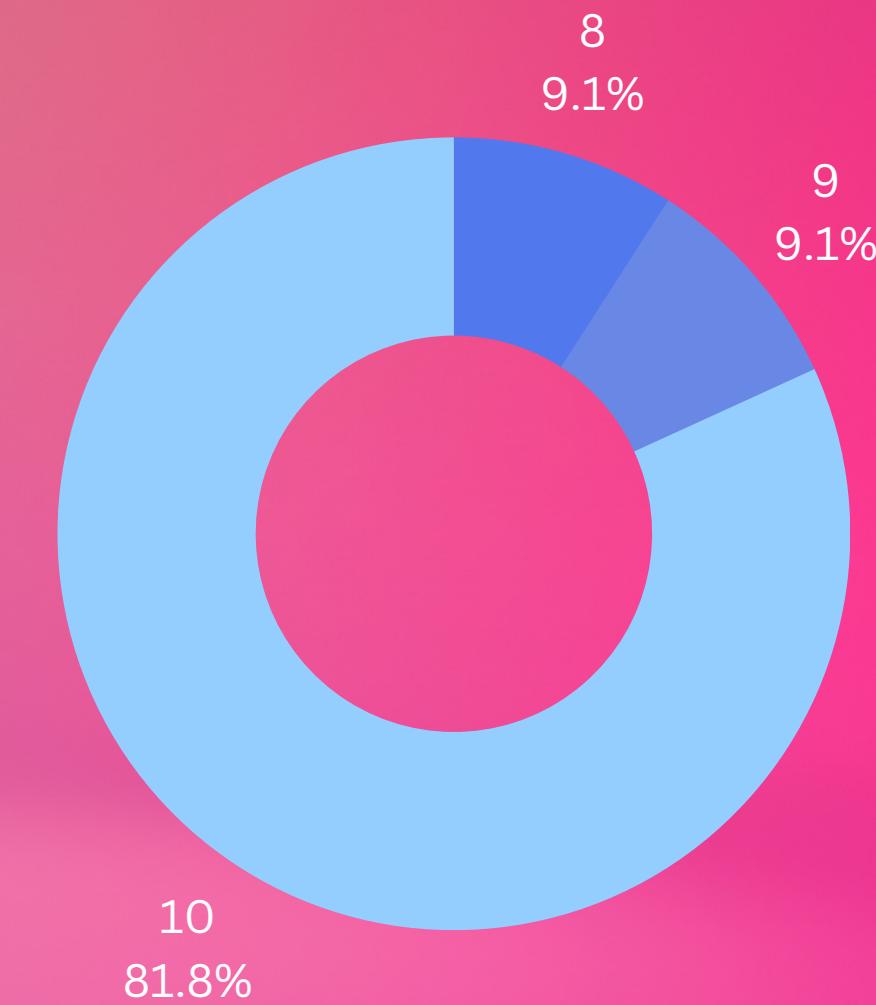
User Testing

Game Graphics

10 responses



On a scale of 1-10, how visually appealing do you find the graphics and environment?



How would you rate the level of cuteness in the characters and design?

User Testing

Game Immersiveness & Audio

10 responses



*Did the sound effects and audio design contribute to the immersive experience of
"Bar of Phantom"?*

User Testing

Feedback and Possible Solutions

currently



"Music and voice of characters is not loud enough."

- Equalise audio and adjust!



Vodka

"(Hard to) Reading the labels on the bottles."

- Hovering tooltips

"Tutorial does not introduce all the rules of the game."

- Create tutorial level with guided instructions

"Also, players might fell dizzy after playing."

- Decrease lag with simple assets and frame rate

"i start wanting to get a drink for myself."

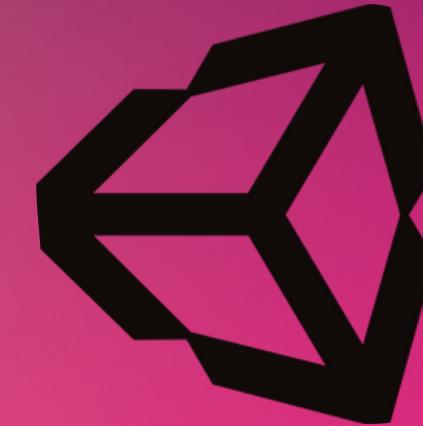
- Hehe yay







Challenge 1: Unity



Problem

Installation Error

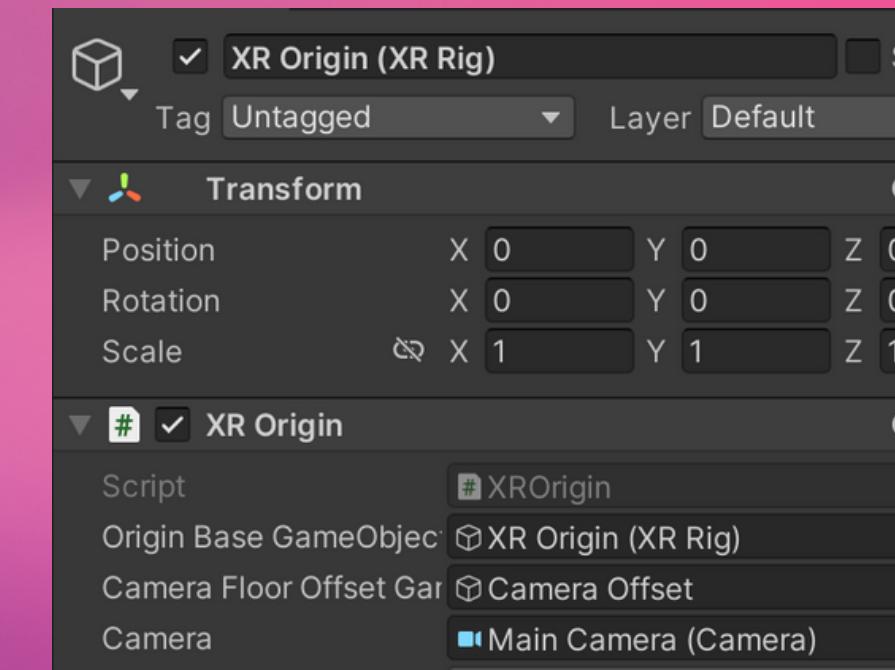
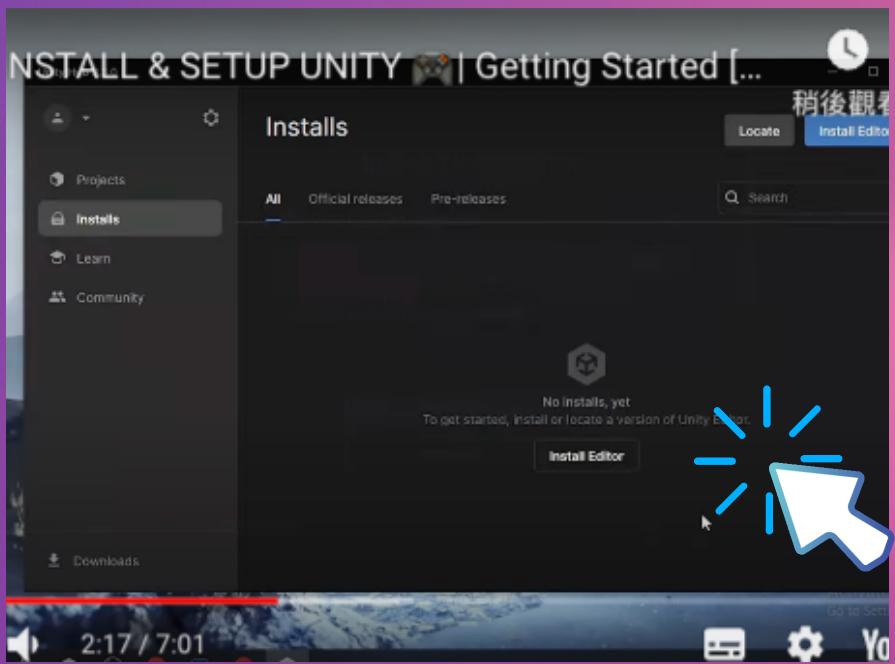
Solution

YouTube installation
tutorial

XR Setting

After a successful attempt
of one team member, help
others complete the XR
setting

Graphic



APK Building Error

Delete the original file in the
VR headset and then rebuild

A task failed.





Challenge 2: GitHub and Debugging

A Your protected branch rules won't be enforced on this private repository until you upgrade your organization account to a GitHub Team or Enterprise account.

You've successfully submitted a request to your organization's admins for this feature.

[Remove request](#)

Not enforced [Edit](#) [Delete](#)

Error

! Unable to pull when changes are present on your branch. The following files would be overwritten:

Assets/Scenes/1 - start.unity
ProjectSettings/PackageManagerSettings.asset
ProjectSettings/ProjectVersion.txt

[Close](#)

Pulling and pushing unity file through github desktop is very difficult, which often caused conflicts.

This was helped after learning and trying many times.

Different Unity Versions also resulted in broken packages. We had to be careful when pushing and pulling so as to not destroy our work.

Challenge 3: Water



Task

To simulate pouring kinds of wine into glasses in VR.

IT'S EXTREMELY
DIFFICULT TO
DESIGN THE LIQUID
WINE IN UNITY



Solutions

- Invisible straw to drop liquid from beers.
- Liquid container script where color signs beer brand.



Limitations

&

Future Improvements

- consumer
- bartender story
- collapse, bugs
- timer
- sound effects...

- Bottle tooltips
- More levels and more customers at the same time
- Less restricting boundaries
- Ghost reactions
 - smiles after receiving drink order
 - angry with wrong order
- Bartender tells story like film character
- Glass will break into pieces when collapse on ground
- Win ghost tips after serving them



