

Unveiling the Master Plan

Ah, it is once again time to present my idea for my Original Work project. Over the few weeks since the last time I had to talk about my idea, I had the chance to begin ironing out many of the details for the game. One of the biggest details that I had to work on for my game was figuring out what the combat system would look like. After many days of research into the different types of systems implemented in other games, I eventually found Rumble which made players use martial arts techniques to perform different abilities within the game. I was also able to determine more about the theme of the game following a medieval fantasy style to create a living and breathing world for the players to enter. During my speech, I also gave my peers an overview of my research process from VR and AR applications being used to learn Calculus to using Virtual Reality to simulate landscape designs. Once I was able to meet with Yatharth Singhal, a researcher at the Multimodal Interactions Lab, I was able to learn more about the research process and this helped me decide whether I wanted to be more involved in the development side or the research side.