

Lunar zebro VR

3rd Sprint Review



Progress

	Done	Issues	In progress	To-Do
• UE5.1-Oculus Integration	-----	●		
• Git-source control	-----	●		
• Refine Concept 2	-----	●		
• VR Moon Environment on oculus	-----		●	
• Game Greybox 'Prototype'	-----			●
• VR Level Setup 'OpenXR'	-----			●
• 1st MVP Game Mechanics	-----			●

Game Concept Lunar Zebro – VR Experience

Gamified-Storytelling VR Experience [5~10 mins]

[Users] Public & Students generally during public events.

[Story]

After humans built a permanent residence on the moon.

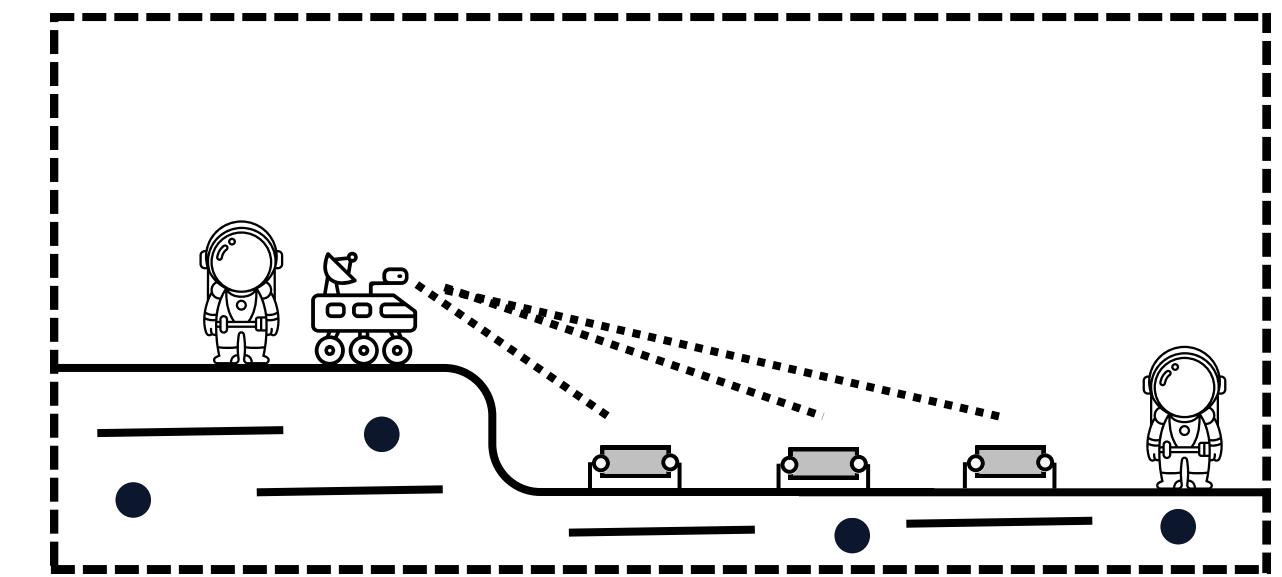
A team of astronauts [2–3] needs to go out and explore another crater.
to set up another moon colony.

[Core Game Mechanics]

The player has [first player perspective] of one astronaut. The player can rotate naturally while using the joysticks for teleportation from one place to another during the crater.

[Game Stations]

- **[Base] Assembly** of Lunar zebro main components.
- **[outside] Finding & Rescue** mission of hibernating Lunar Zebro[s].
- **[Crater] Radiation** and **radio** astronomy measurement of the crater.
- **[Crater] Topology mapping & Soil exploration**

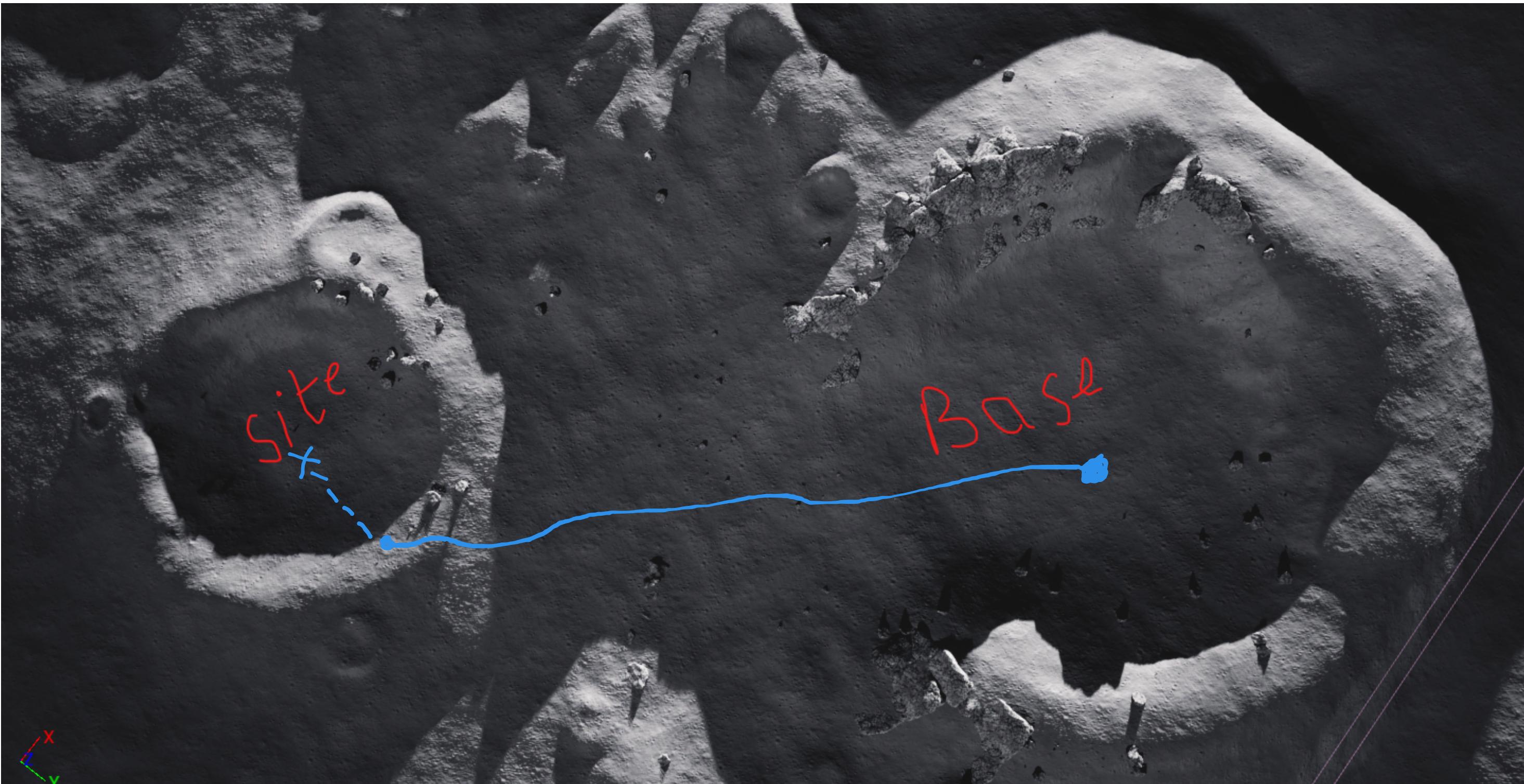


[Scoring]

In the topology mapping stage, every region is finished, and a 3d printer appears and builds a dome shape colony consisting of a number of residents. the final score is determined by the final residents number.

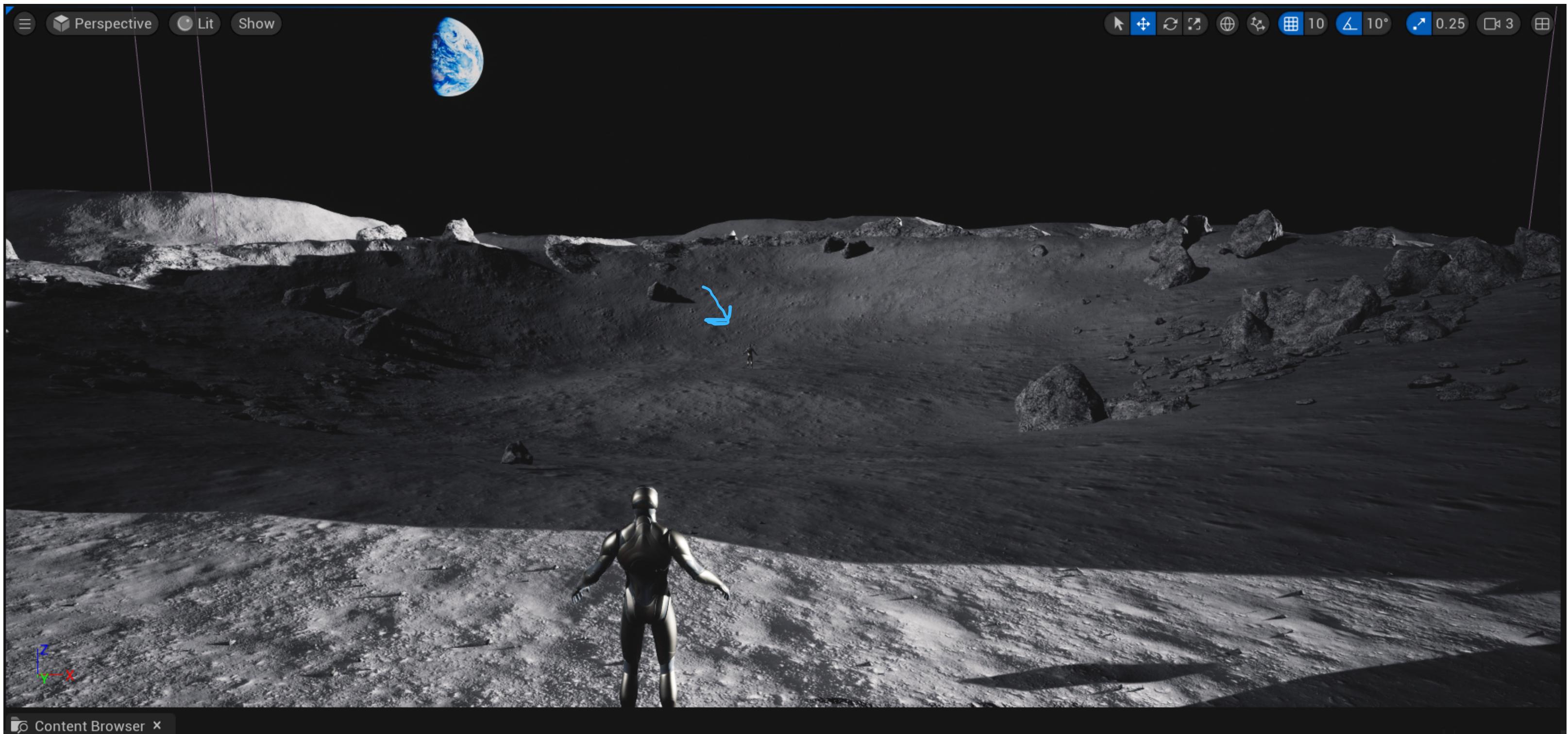
UE Scene

Moon Site View



UE Scene

Astronaut view on craters top



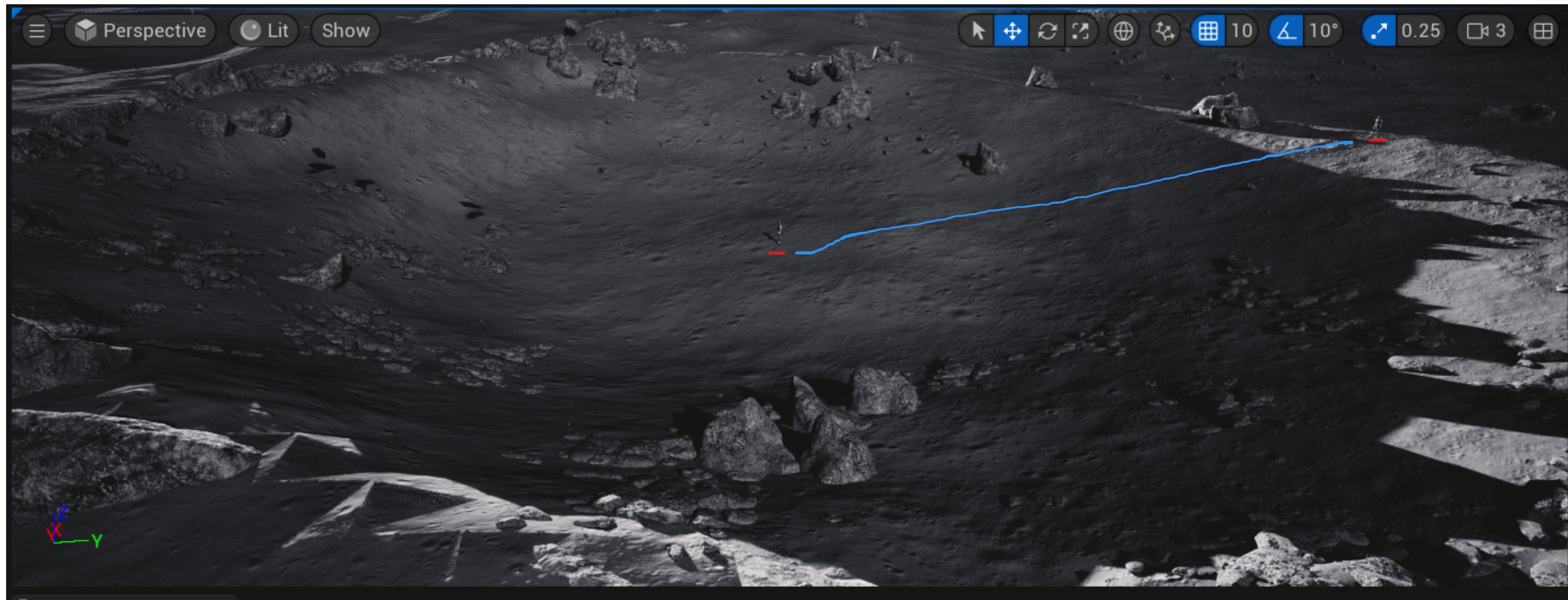
UE Scene

Astronaut on craters bottom



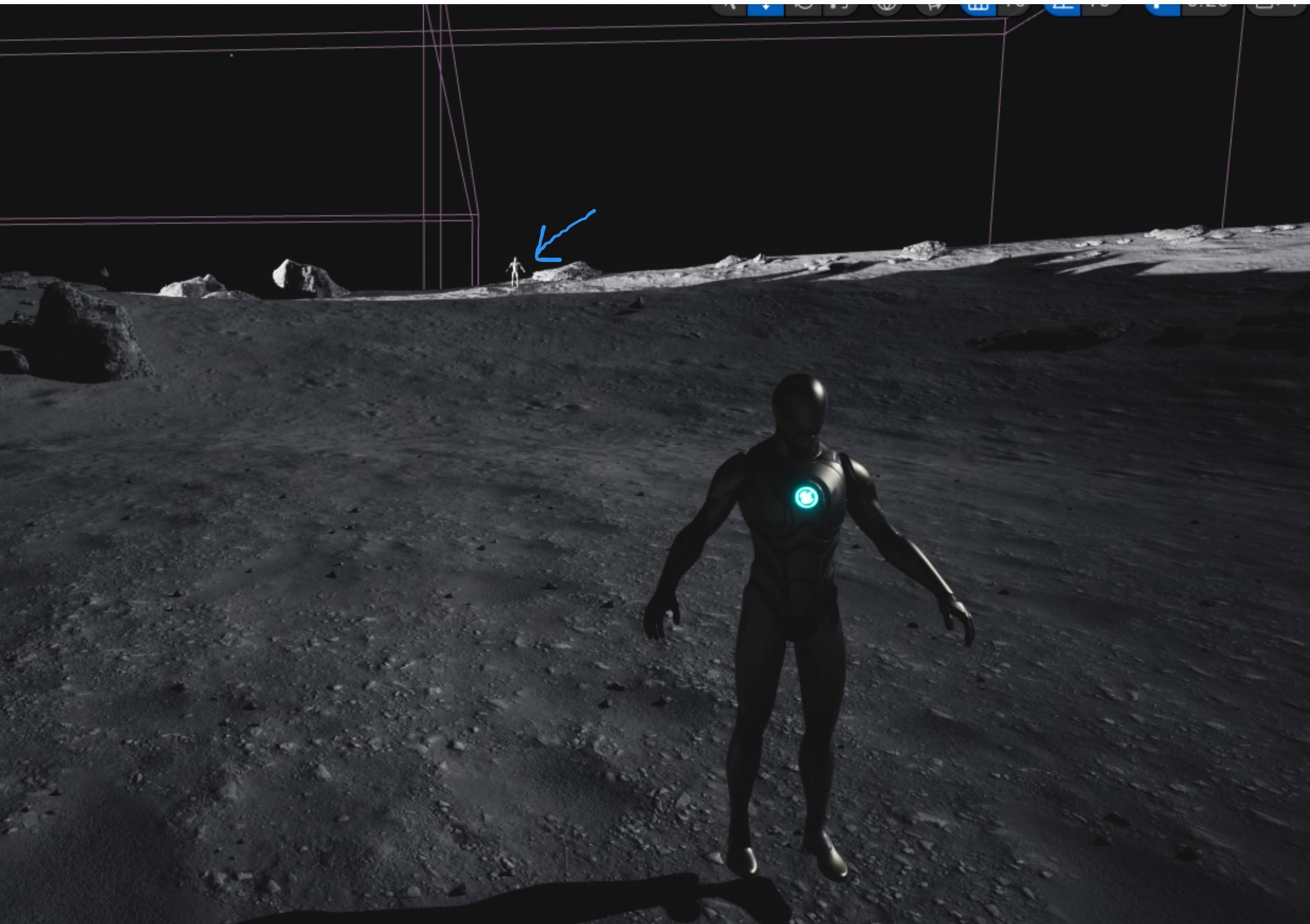
UE Scene

Astronauts in fields Distances



UE Scene

Astronauts in fields Distances



Next Steps !!

- 1) Build VR profile Project using (Open XR)
- 2) Game Grey box [Prototype]
- 3) start Unreal 1st MVP [game mechanics]

Thank you !!
