Virtual Strike Project – User Manual

Prepared By VS Games

(Group 4)

Virtual Strike

User Manual:

Our project is a VR (Virtual Reality) game with a polygon concept. After putting on the VR headset and taking the game controller in hand, we are ready to start the game. The game controller, the circuit inside the controller, the VR application running on the Android app, and the game project itself were created by the project team.

When the game starts, a lobby greets us as shown below. There is a weapon in the lobby that can be used for testing before starting any game mode. The weapon pickup mechanic works as follows: when you approach the weapon, it automatically comes into your hand.

Game modes greet us on another wall. Each of these doors will take us to a different game mode.


Game 1

We start the game by taking this weapon object. Once the weapon is acquired, targets begin to appear from the polygon. These targets will continue to appear for a certain period of time. You can fire by pressing the button on the game controller. Aim is determined by your line of sight. Targets are divided into two categories: Deer and Barrels. If you hit the Deer, you will lose points. If you hit the Barrels, you will gain points. If Barrels hit the polygon barrier, you will lose points. Therefore, Barrels must be hit before they reach the barrier. The objective of the game is to score as many points as possible. When the game ends after a certain period, you can choose one of the two options behind you to either return to the lobby or restart the game.

Images from Game 1

LOBBY   RESTART

48

Score

0
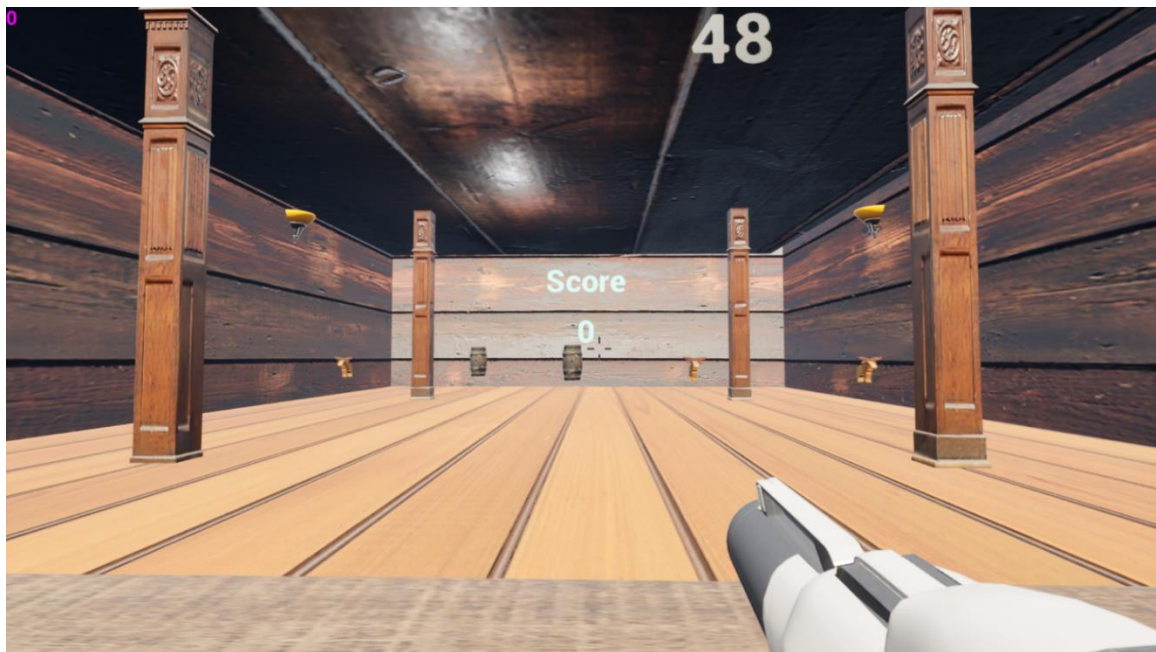
Game 2

The second game is the story of an adventurer in the forest. As the player wanders through the forest, obstacles suddenly appear, requiring quick reflexes to shoot the targets and explore the forest as much as possible. The player collects points by hitting the targets and should aim to accumulate as many points as possible. The game's atmosphere and music create a sense of tension. It requires quick reflexes and the ability to scan the area effectively.

Image from Game 2

Game 3

Our final game is a platform running game. When the game starts, the player is given a certain amount of time to adapt to the obstacles. The player runs along three lanes and must avoid obstacles that appear in front of them. Pressing forward will make the player jump. Pulling the joystick back will make the player slide. The main objective of the game is to avoid obstacles and collect points. The game challenges reflexes and quick thinking skills.

Images from Game 3