# State of the Art

### Echipa: Leustean Stefan, Lupei Alexandru, Petraru Ecaterina

## Similar products & Relevant Links (>=3)

1. Whac-A-Mole (classic game logic) & WackyMoles (VR game).

Link: <https://store.steampowered.com/app/525870/WackyMoles/>

Relevant Features:

* Players use a hammer to attack the moles,
* The goal is to eliminate as many moles as possible,
* A limited amount of time.

1. Tic-Tac-Toe (classic game logic) & World of TicTacToe (VR game).

Link: <https://sidequestvr.com/app/11834/world-of-tictactoe>

Relevant Features:

* Play Tic-Tac-Toe and win against the computer’s logic,
* Puzzle Experience.

1. AGE of Joy (VR Arcade Game)

Link: <https://curifab.itch.io/age-of-joy>

Relevant Features:

* The experience of a vintage Arcade Games room,
* The visuals and sounds.

## Main Features

* Players will explore an Arcade Room and the games it offers.
* Players will play games such as Whac-A-Mole and Tic-Tac-Toe.
* Players will have to win the games before the time is up.
* Players will have a 3D Menu to choose the games from.
* The games will use Blender-made models.
* Visual and Audio Effects when a player interact with the environment.

## User Journey

Alex, a tech-savvy gamer, dives into the "VR Arcade Games". In this virtual arcade, he feels like he's back in his favorite childhood hangout, complete with arcade sounds and flashing lights. Excitedly, he chooses "Whack-a-Mole" from the menu and finds himself in a world of moles and a virtual mallet. He smashes moles to earn points and has a blast reliving those childhood memories. After "Whack-a-Mole," he switches to "Tic-Tac-Toe," where he plays a virtual game against an AI opponent. He marks the board with "X"s and "O"s, just like he used to. The games bring back the joy of his childhood. After some time, he comes back to Planet Earth and into the real world, feeling happy about the fun trip down memory lane.

## Moodboard

## https://app.milanote.com/1QZC7u1Td1DaeM/game-design-moodboard?p=6aHN2yfr6Ps

## Technologies, Libraries, Assets

* Game Engine: Unity
* Modeling/Animation: Blender
* Libraries: VR (Virtual Reality)
* Assets: Blender-made models

These technologies and assets are essential in creating the immersive and engaging VR games mentioned in the list.