COMP3000 Computing Project

2021/2022

Project Title

Implementation of Non-Euclidean Level Design as a Solution for Dissonant Locomotive Techniques in Room-Scale Virtual Reality.

Links

Source code: <https://github.com/alexpritc/final-year-project>

Project Vision

Proper rodent pet care in the UK is severely lacking. This is an application that will educate people on the proper ways to look after pet fancy mice specifically.

for game developers whose current movement mechanics have negative consequences on their player’s experience. The pseudo non-Euclidean solution is a type of locomotion that should allow the player to traverse an entire in-game level without:

1. Leaving the allocated floor space in their physical playing area.
2. Using movement techniques that disrupt player immersion i.e. teleportation.

This will be achieved through implementing levels with illusions, portals, and hiding virtual rooms inside

virtual rooms.

Risk Plan



Keywords

Rodent, Pet, Proper Care, Mobile, Game Development, Unity, Educational, Life Simulator, ML Agents

Proposed Gantt chart



