VR App Design Walkthrough

Exercise to deconstruct an existing VR application.

Application: VR tunnel race (on Google Play)

Likes

1. I like that the application has the option of playing the game in both VR mode and Mono viewing modes.

**Intention**: I believe the game designer wanted to provide the user with these two options. It is beneficial to keep the mono viewing mode available when a VR headset is not available.

1. I like the music that accompanies the game. The fast-paced electronic music complements the racing game.

**Intention**: I believe the game designer chose fast-paced music to match the intensity and the required quick-thinking approach to avoid all obstacles in the game.

Dislikes

1. I had to stop playing VR mode after 3 quick games as I felt dizzy.

**Intention**: I believe the game designer created a fast-paced game with a lot of moving parts and obstacles to make the game challenging and interesting. However, There were too may abrupt visual changes on screen. This created a bit of dizziness for me.