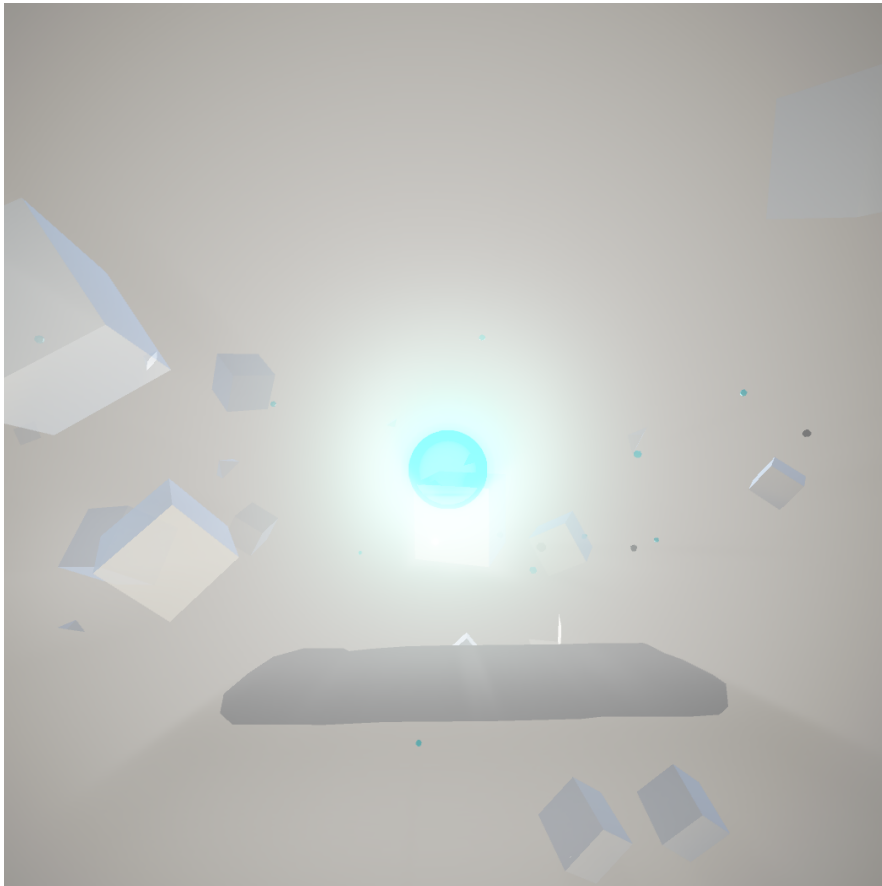


Play QuietVR(foundation version)



For a full documentation and contact information, please go to <https://github.com/diglungdig/QuietVR>

Email to purduepvc@gmail.com for inquiry.

Setup

QuietVR requires a quiet environment to start with.

If you are not in a peaceful place, gameplay will most likely be disrupted for game's solely relying on audio input. Make sure you have your audio recording device like microphone or headset set up before start the game.

Game Mechanics

QuietVR currently allows for two kinds of audio input behavior:

1. Clicky sound(behaviors like fingersnap)
2. Continuous sound(behaviors like yelling or singing)

When entering the game, look for a white circle in the sky which serves as an indicator for your audio input.

The white circle can summon various objects based on the audio input behavior you provide as described above.

These summoned objects can stay around you as long as they don't get kicked out by the later ones.

Current build provides three categories of objects:

1. Basic geometry, which is summoned by clicky sound.(3 kinds in total)
2. Advanced 3D model, which is summoned by continuous sound. You can at most have two of them simultaneously surrounding you.(18 kinds in total)
3. Animated creature, which requires 30+ secs of continuous sound to trigger :) (2 kinds in total)

Additional Commend

To exit the game, press ESC on keyboard.