# Research in VR/AR

Week 5 - Day 1

# Blindness

An experience or puzzle game that simulates blindness which utilizes spatial audio for navigating around a room and interacting with objects. Similar to the Blind VR game in theory but ours would use different art style and obviously different environments/interactions.

# Breathe:
# Guided Meditation in VR

GEEK: Gaby, Euan, Erick, Kendra

# Why VR

- Niche topic, very few successful guided meditation applications in VR

- Minimalist approach

- Visual clarity is prioritized

Possible ideas:

- Interactivity

- Guided breathing (color changes)

# Key Features

- Ambient music

- Voiceover with guided meditation instructions
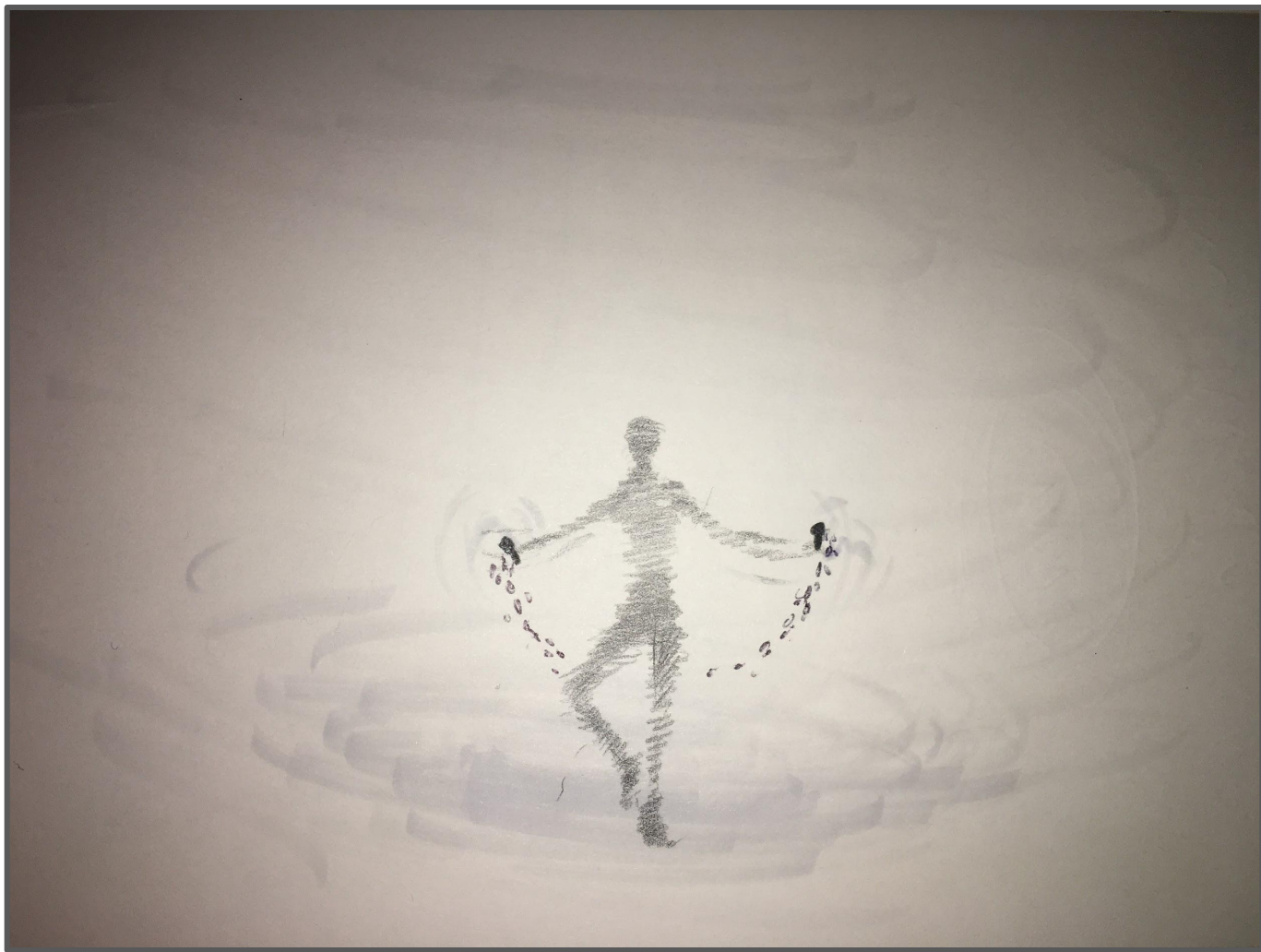
- Graphics in line with breathing/movement

BREATHING IN
TENDS TOWARDS
F O C U S

BREATHING OUT
TENDS TOWARDS
D IS PERSION

# Koifisch (actual name TBD)

## Team DreamweaVR

Alex Lee, Helen Lin Luke Sturm, Lisa von Rabeneau

# Project Overview

- **What is your idea - A Game**
  - The Story: Big evil koi fish won't let you leave it's tank (this fish has feet and it won't let you leave)
  - The Goal: Open doors that lead you to other rooms, collect the necessary items, and make it out of the house
- **Why VR**
  - Obviously
- **What types of experiences/interactions will be included**
  - Transportation
  - Interacting with items (ex: opening doors, pickup up items)
  - Items interact with each other (ex: key to door opens door)
  - Sounds (including the overlord koi fish voice)
- **Any concept art or existing experiences**
  - VVR - exploring other worlds
  - Koi Fish - from http://dragonkhoi.com/
  - Max Un Muecke (Max & Mario?) - Maze escape
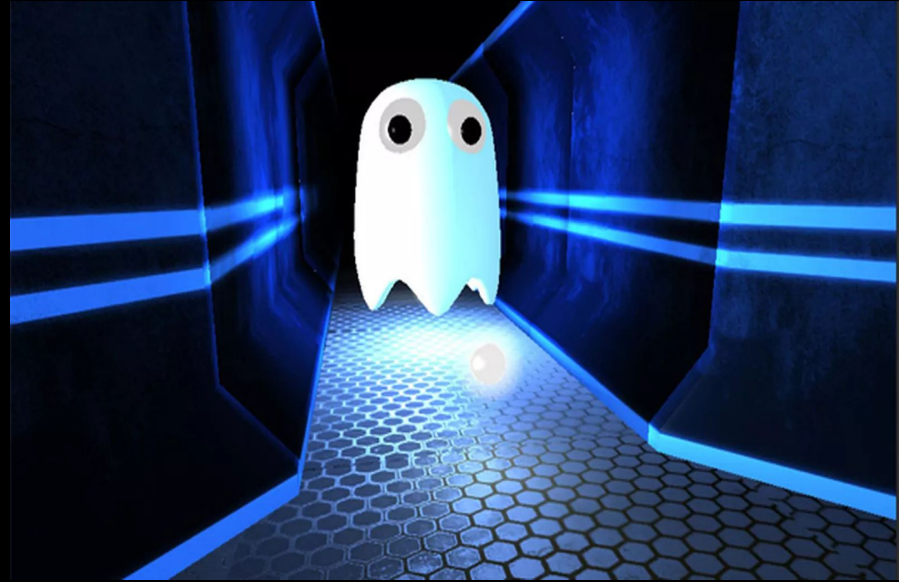  - Harry Potter - have to make potions

# Pac - Man: the 3rd Dimension

# An immersive twist on a classic game...

- Ever wonder what Pac-Man feels like being chased by ghosts?
- Use VR to experience Pac Man in the 1st Person
- Huge market for nostalgic individuals - Barcades
- Build on concepts taught in class



© Alexandra Hinojosa for Untapped Cities

# But that's not enough!

- Star Wars mode where Pac Man becomes a Jedi Knight
- Ghosts become stormtroopers

# Help! There are Aliens with Guns and That's Bad.

(working title)

## Anna, Colton, Harry, Luke

# General Idea

- Player is on a **fixed track** travelling through space station.
- Something has gone wrong; alien invaders are inside the space station.
- You must eliminate them all
  - There are different solutions to eliminate the enemies in different rooms.
- Low gravity, directional view moving/spinning
- Waves of enemies, including a final wave featuring dinosaurs (don't think about that too much).

# Why VR?

- This could be a tongue-in-cheek survival horror game, where the content itself isn't that threatening, but the sense of 3D space is where the horror comes from.
- You feel the panic of aliens coming from you in all directions.
- We can create an immersive experience, where the players feel personally invested into the outcome of the game.
- There are multiple elements in space that we can manipulate to challenge the player's sense of reality; e.g., what direction is up?
- We can play with lighting and movement in a way that we couldn't with a traditional game through a defined personal perspective.

# Ideas of Experiences/Interactions to Include

- Playing with the idea of rotational / limited light (eclipse)
- A shield that protects you from enemy attacks, but you can't shoot while it's up
  - If you shoot while your shield's up, it hurts you because that's dumb.