

# 3D greedy snake video game

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- Overview

We decided to create a 3D greedy snake video game. Which is a 3D video game controlled by the user through the VR device.

- Virtual Reality vs. Augmented Reality.

We choose virtual reality.

- Application Environments

UNITY and other necessary application.

- Virtual World

Our VR application is a 3D video game, which allows users to control the snake to move in a 3D coordinate environment. There exists few different types of foods and obstacles in the virtual world. And each food represents different points.

- Visual Renderer

Use some functions of Unity. We may use any other applications or APIs further.

- Visual Display

We decided to use Cardboard VR glasses now.

- Interaction Mechanism

First, the basic keyboard input devices to control the movement of the snake. Then we also support capturing motion from VR glasses.

- Additional Components (optional)

We will use other softwares to support our project and add more other functions based on the project progress further.

Please describe additional components related to the VR/AR system you plan to build.