

1. Devblog - VR

Brainstorming

We wanted to create a game from the start, and after having considered the following ideas;

- FPS
- Basketball
- Archery
- Minigolf

We decided to go with archery - since the market for the other games was already pretty saturated, and we wanted something more unique.

Having our own VR-headset at home, an Oculus Rift S, we were able to begin the project immediately and at our own discretion, something we appreciated as the first day required quite an amount of setup to a correct Unity version with the proper resources. During this project we will be using pair-programming since we live together and share the VR-headset.

At first we tried to use the XR-Rig given in the default Unity VR example, however the already added teleport and long-range reach function were not needed and the model for our hands weren't what we wanted either. For that reason we tried a couple of different XR-rigs from different examples, and managed to link them together so we got the end-result we felt best fit our bowman.

Of course, we couldn't avoid giving this project a gimmicky name either, so ArrowStorm was chosen unceremoniously.

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