



**HOVRBoard**

# PROGRESS

- ACQUIRED VIVE TRACKERS
- SET UP VIVE TRACKERS TO TRACK VIRTUAL "BOARD"
- SKETCHED / BUILT THE BOARD PROTOTYPE

# GOALS FOR NEXT TIME

- BOARD ALIGNMENT
- CREATE SIMPLE OPEN WORLD
  - TERRAIN?
  - TREES?
  - PARTICLES (LEAVES OR SNOW)?
- BASIC CONTROLS DONE
- WORKING PHYSICAL PROTOTYPE

# Plan For Playtesting

- ROUND 1 - TESTING MOTION IN A SIMPLE WORLD
  - REFINe CONTROLS (ACCEleration/DECEleration, TURNING)
  - TEST AND ADJUST FOR DISCOMFORT
- ROUND 2
  - GAMEPLAY(?)
  - MORE SOPHISTICATED WORLD
- FURTHER ROUNDS TBD

# THINGS TO TEST

- SHOULD THE PLAYER BE ABLE TO GO UP AND DOWN?
- SHOULD THE HANDS CONTROL SPEED (GAS/BRAKE)?
- HAND CONTROLS/FOOT CONTROLS