

Project Outline Modified & Checklist

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Inspired by the recently released movie "Free Guy", (which is about metaverse), the project will be called "My Free City" and it will be a VR game, I hope I can recreate most of the streetscapes in the movie. Players can experience walking in "Free City" and seeing the streets of "Free City". Ideally, cars are moving on the road, other items also have animation effects, players can interact with items in the scene. I will use VRTK to carry out VR interactive development of Unity.

During actual development, I made the decision to expand the previous project outline. I think it would be aggressive to have another player control the vehicle without using VRTK headsets, and all the player with simulated headsets would have to do is dodge the vehicles. In addition, the content of hanging out, interacting with the surroundings, and animation are retained.

How to play?

VRTK controller(shown on the panel): for player to walk, interact and run away from the car

↑↓←→: for the another player to control the vehicles

Week 5

Revisit "Free Guy" and learn about 3D modelling in VR games **(Yes I've done)**

Week 6

Learn about the use of VRTK and Unity **(Yes I've done)**

Week 7

Search Materials in Unity Assets Store and create basic 3D models in the "Free City" *(I have constructed the basic "Free City actually!!")*

Week 8

Make a basic Alpha test demo, which can be showed on VRTK *(Just a review of the whole city scene, introduced the VRTK into the project)*

Week 9

Add animations to "Free City" (*I added the Cyborg model and record an animation, make it play.*)

Week 10

Add player interaction with "Free City" (*Use VRTK locomotion to make movements in the whole city!*)

Week 11

Add more VR trigger mechanism, special functions and unitise the scenes (**To get the hot dog, touch the newspaper, and so on**)

Week 12-13

Complete the Beta, process bug and usability tests until the game is presented

Week 14

Interview