Project Outline

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My Idea

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

My Plan

In order to ensure that my great idea can be achieved, the following is my development plan.

Week 5

Revisit "Free Guy" and learn about 3D modelling in VR games

Week 6

Learn about the use of VRTK and Unity

Week 7

Search Materials in Unity Assets Store and create basic 3D models in the "Free City"

Week 8

Make a basic Alpha test demo, which can be showed on VRTK

Week 9

Add animations to "Free City"

Week 10

Add player interaction with "Free City"

Week 11

Add more VR trigger mechanism, special functions and unitise the scenes

Week 12-13

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

Week 14

Interview