



AII PROJECT: BATTER TRAINER

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SUMMARY

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INTRODUCTION

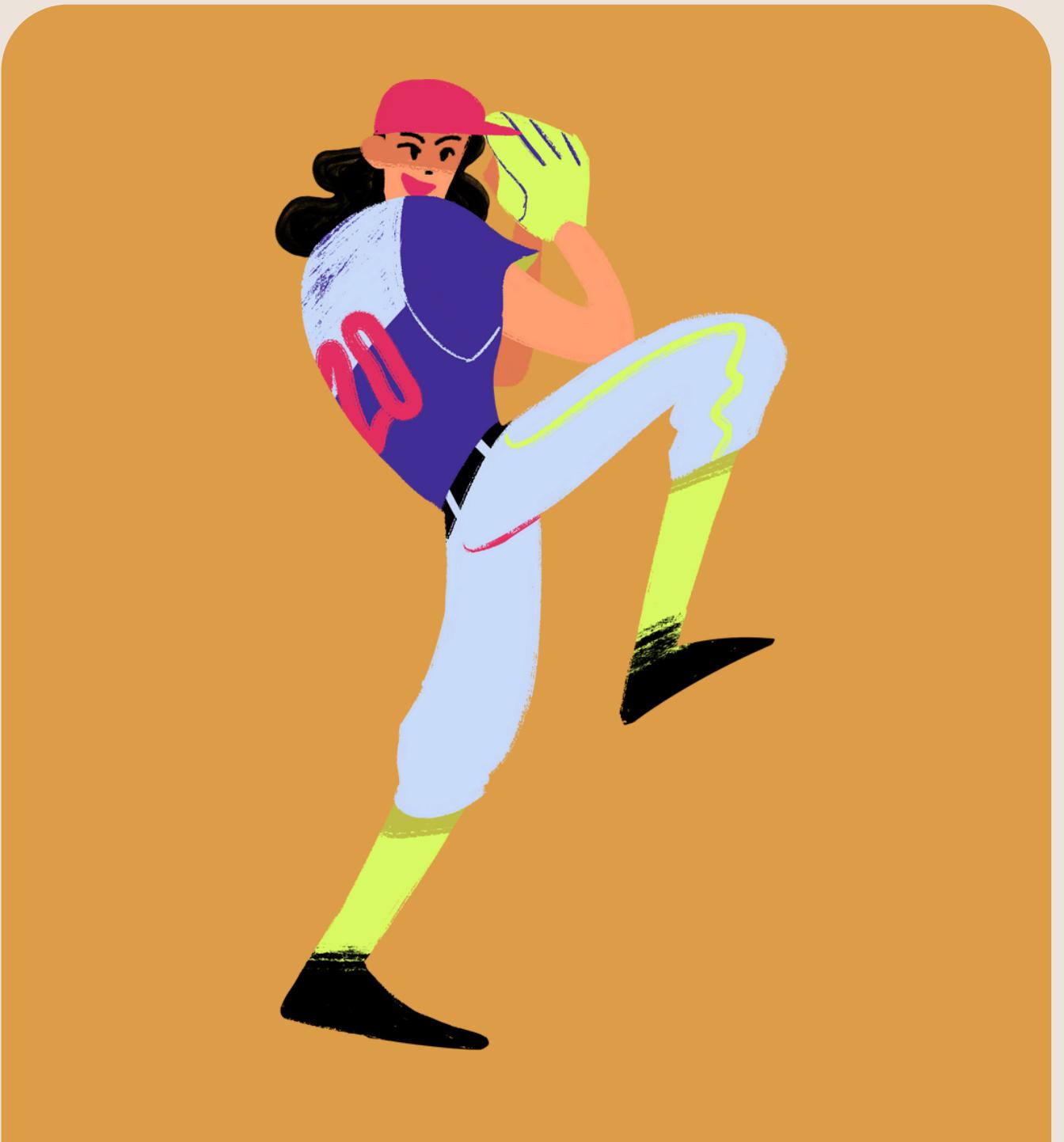
**NEW OLYMPIC
DISCIPLINE : BASEBALL**



HTC Vive Cosmos



Unity 2022



BASEBALL

American sport

2 teams

9 rounds



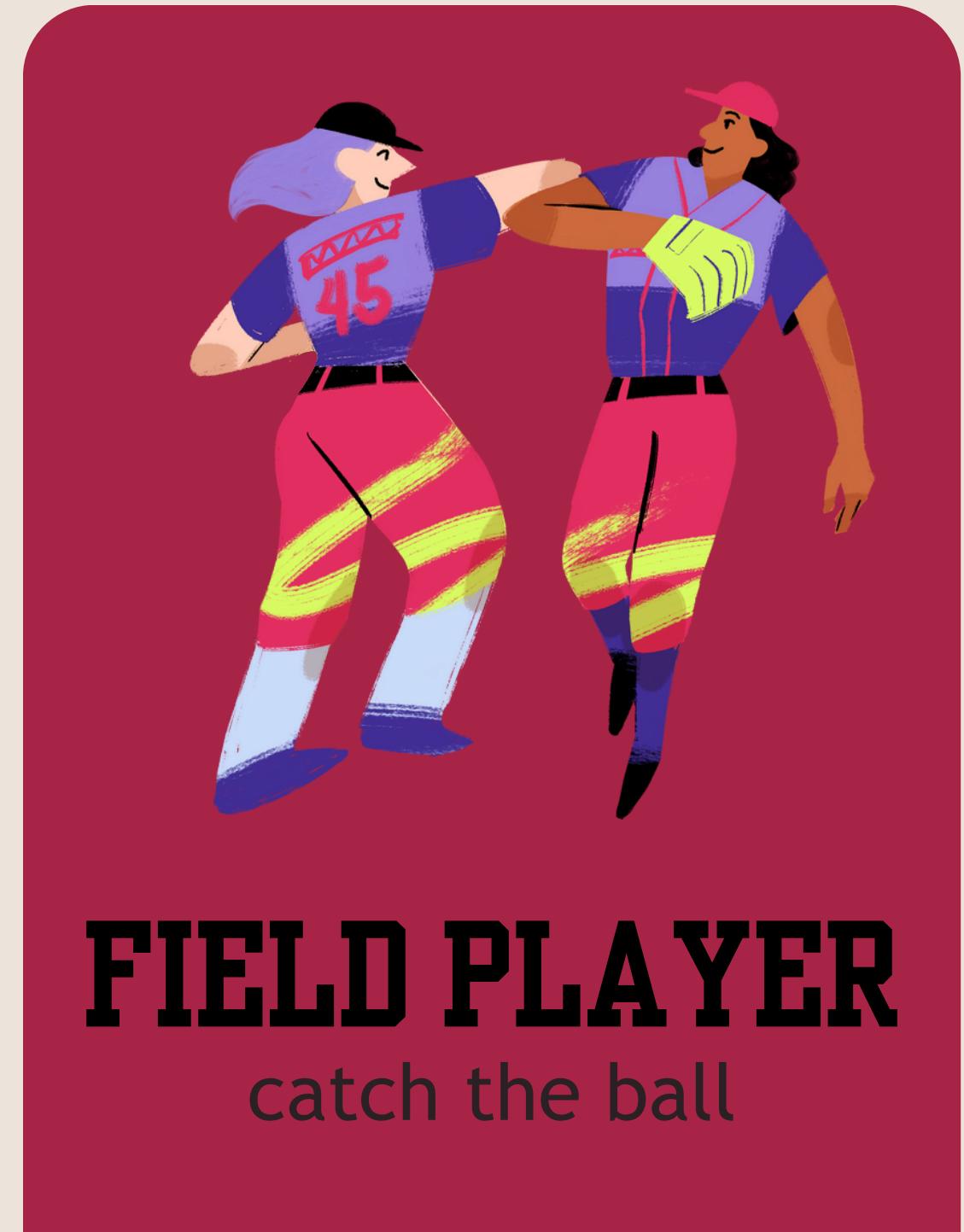
PITCHER

throw the ball



BATTER

hit the ball



FIELD PLAYER

catch the ball

PROJECT GOAL

BATTER TRAINING:

- Different types of throw
- Train indoor
- Train alone
- Train without equipment (no bat, no ball, no throwing machine)



DESIGN

STEP 1:

Create interactive object and their physics (bat and ball)

STEP 2:

Create the ball launcher that instanciate a ball with a certain speed

STEP 3:

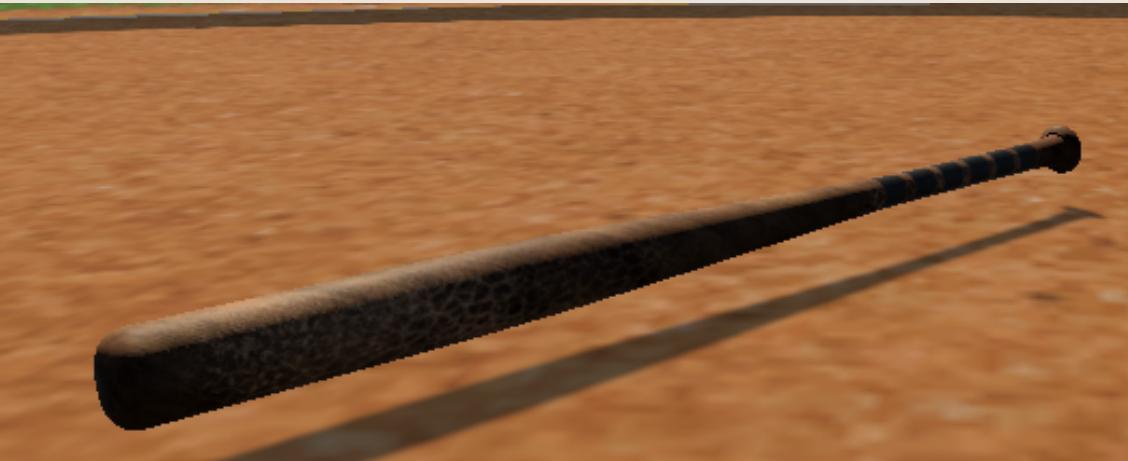
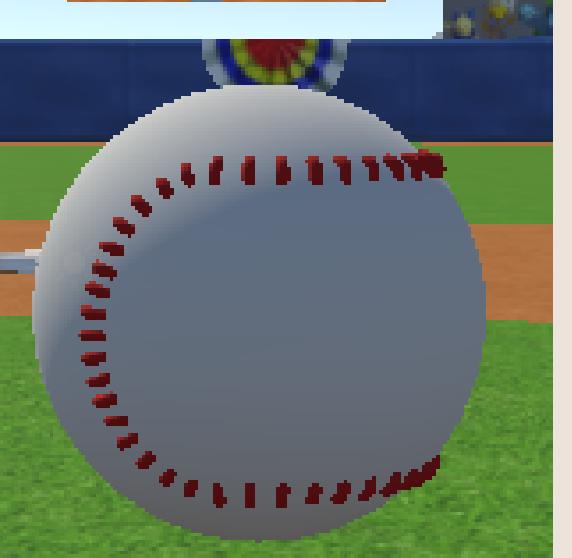
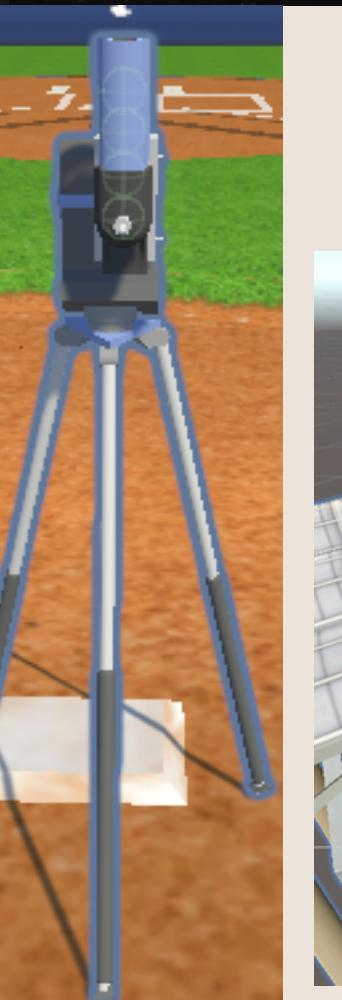
Adding textures, sounds and decor from Sketchfab, Youtube and MyInstants

STEP 4:

Display the distance between the batter and the ball

STEP 5:

Adding menus to choose dominant hand and ball speed



PROTOTYPING

THE USER CAN CHOOSE THEIR DOMINANT HAND

Menus to choose between left or right hand.

THE USER CAN CHOOSE THE SPEED OF THE BALL

Menus to choose between slow, medium or fast speed.

THE USER CAN GRAB THE BAT

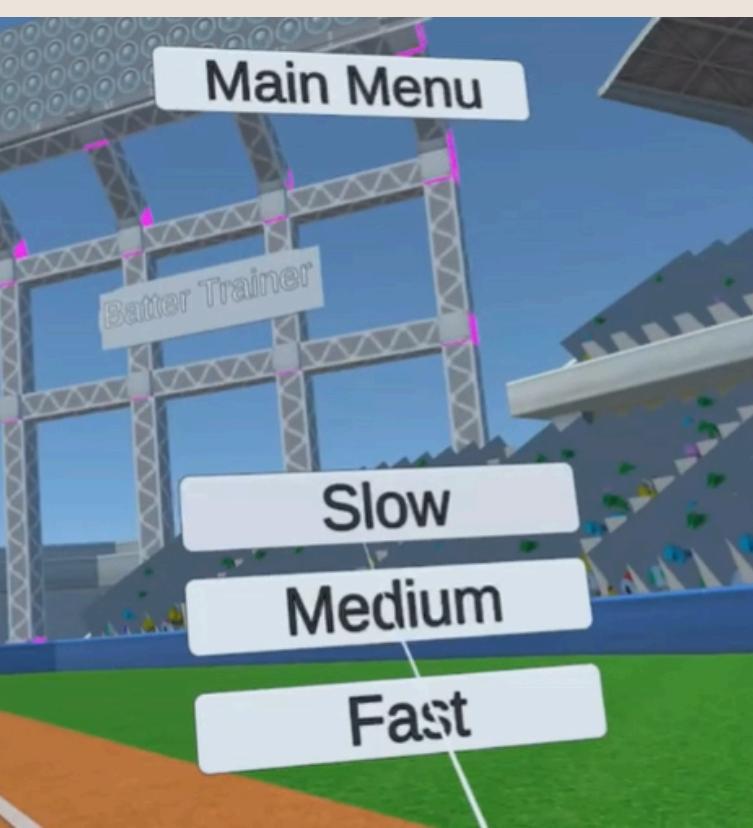
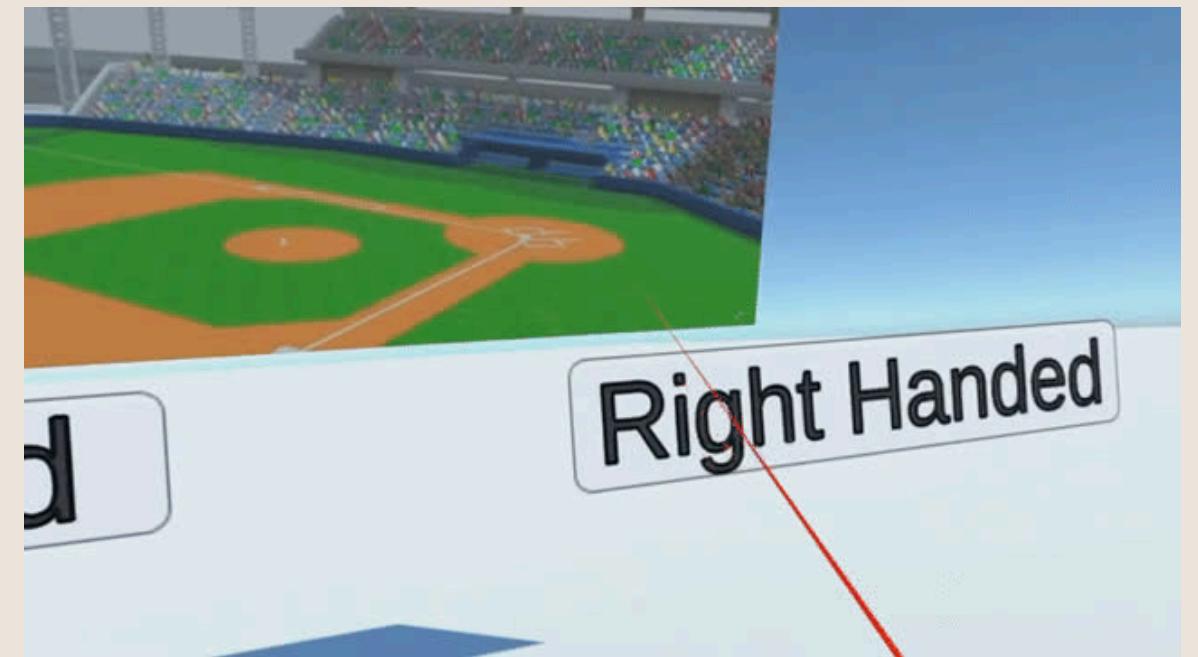
Grabbing the bat using the HTC Vive controller side button

THE USER CAN PRESS A BUTTON TO THROW A BALL

Pressing the trigger button will throw a ball from the pitcher.

THE USER CAN GRAB THE BALL

If the ball falls on the ground they can grab it if they want.



PROTOTYPING

THE USER CAN HIT THE BALL WITH THE BAT

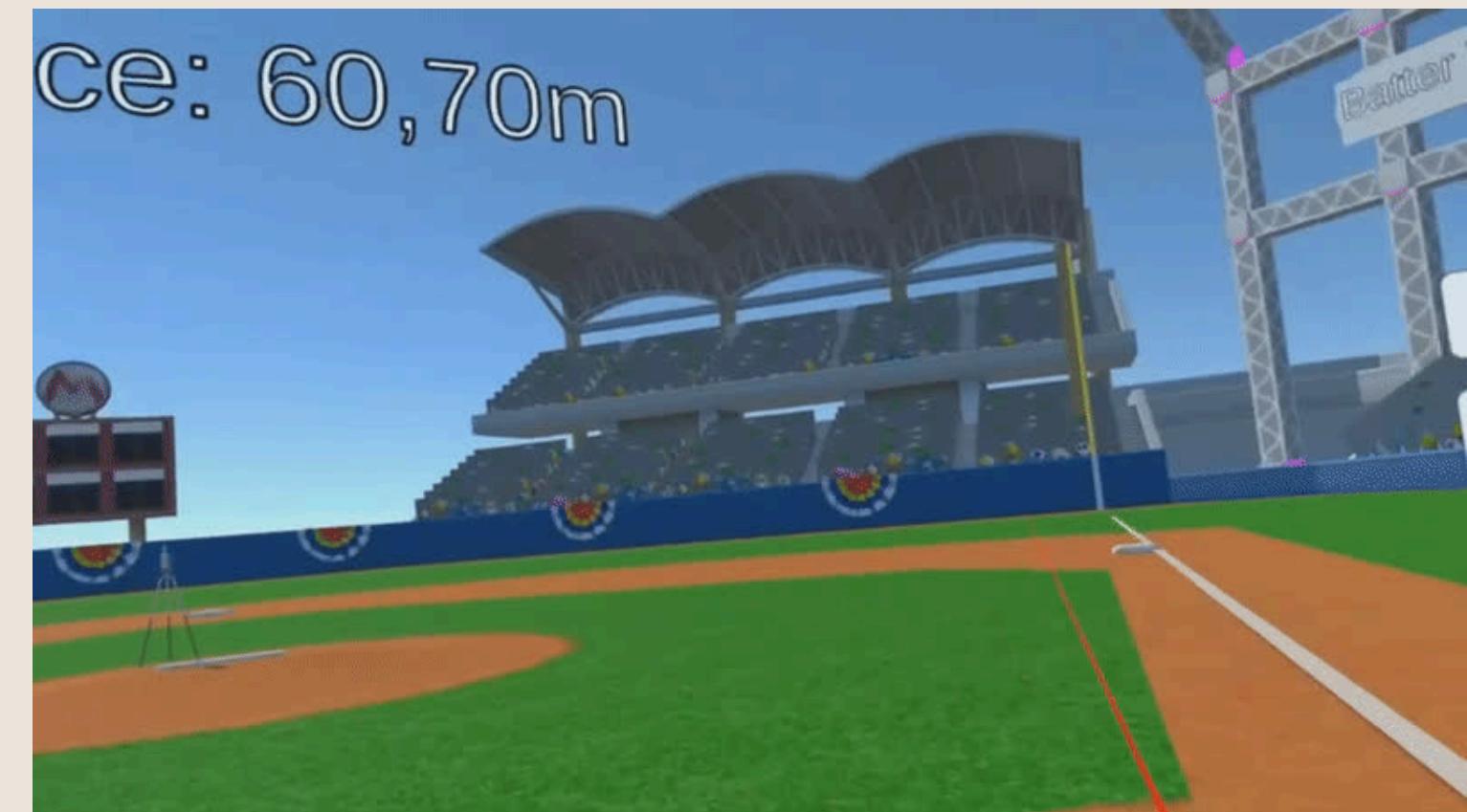
When the ball is launched, the player can use the bat to hit the ball.

THE USER CAN SEE THE DISTANCE BETWEEN THEM AND THE BALL

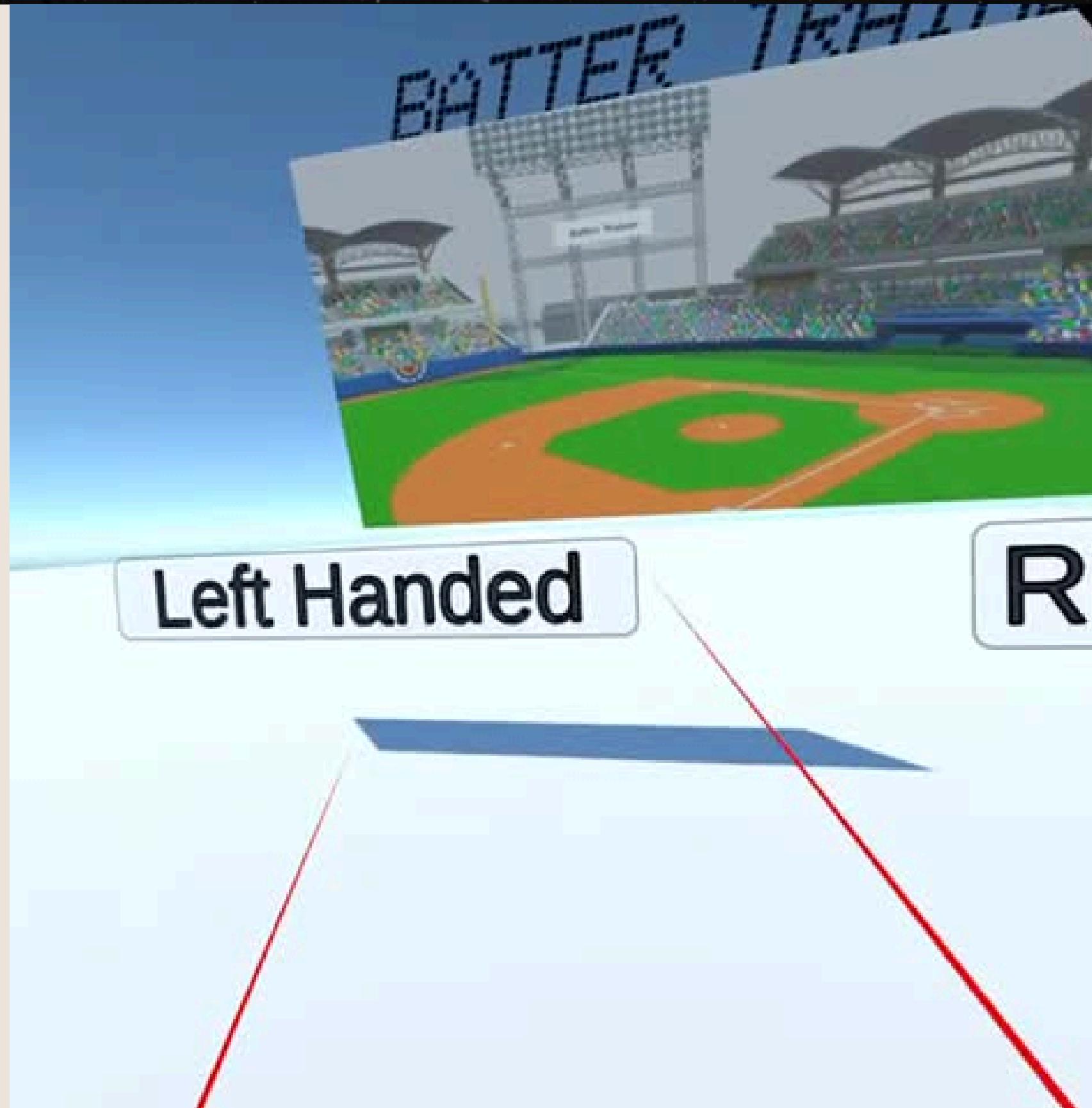
After hitting the ball the player can see the distance between them and the ball.

THE USER CAN GO BACK TO THE MAIN MENU

Button menu to go back to the hand choice menu



FINAL VERSION



CONCLUSION AND PERSPECTIVE

SELF CRITICISM:

Too much gamified for a athletes training app

Focusing only on batter role

No curve throwing

PERSPECTIVE:

Allow player to modify throwing parameters (speed, curve)

Input opposing team pitcher profiles

Other role training (pitcher, field)

THANK YOU!

Questions ?