# 2   Game Manual

Objective

The aim of the game is to guide the dolphin through a sequence of rings. The rings appear as one of two colours: green or blue. The player must switch the dolphin to the correct colour via the Oculus Touch **shoulder triggers**. The player loses health if they pass through a ring and fail to do so. The player must also avoid the marine animals which obstruct the pathway. The game has an escalating tempo which is divided into 10 levels. The game ends on completion of the final level, or if the player dies.

Game Controls

The game has been developed for the Oculus Rift. The camera is controlled via player head movements. The dolphin's movement and actions are controlled with

the Touch controllers.

Figure 6.2: Oculus Touch Controls
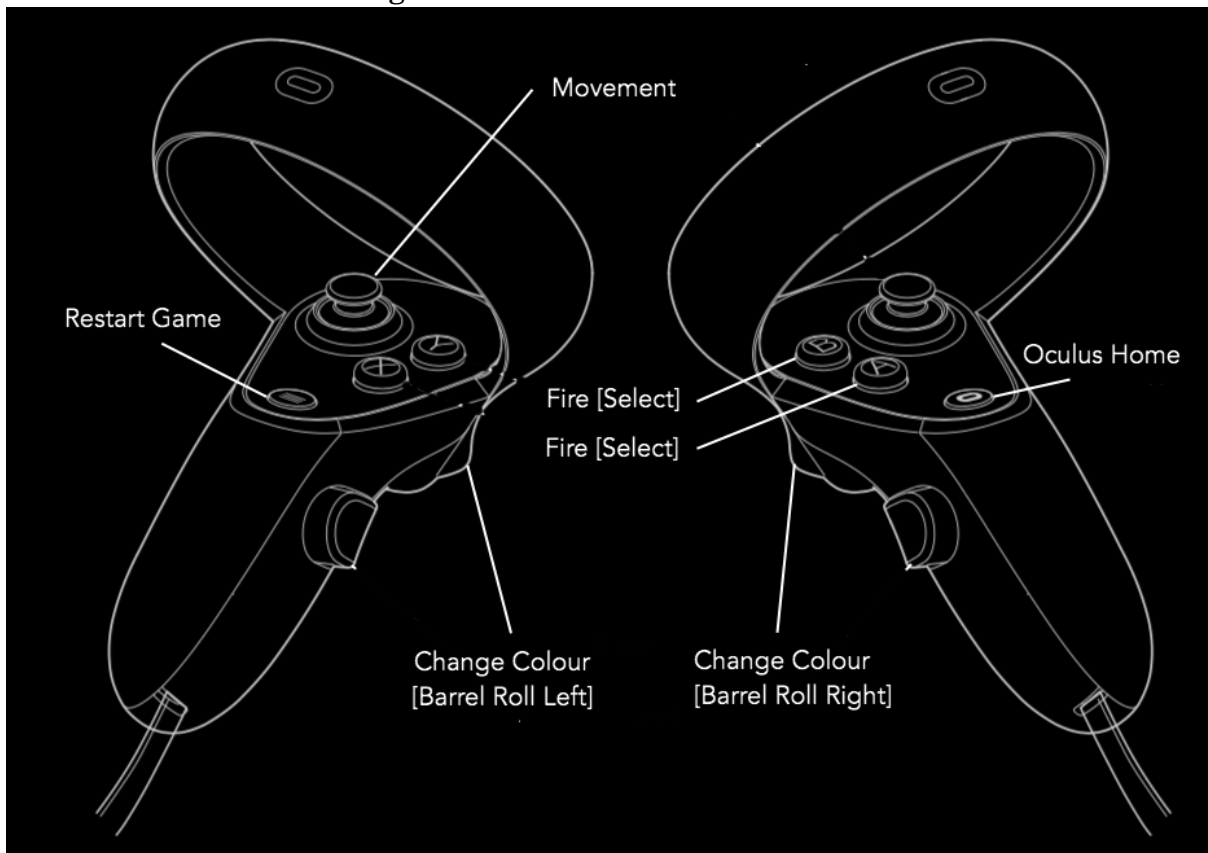
Point Scoring

The player will accrue points by correctly passing through rings. The player will also accrue points by vanquishing enemies with the dolphin's *echo* shot. **Press either the A or B button on the Right Touch controller to fire the echo.**

Flow Mode

The flow meter will increase if:

1. The player builds up their score by shooting enemies.

2. The player passes through consecutive rings of the correct colour.

When the flow meter reaches 100% the player will enter flow mode. **During flow mode the player is invulnerable and is not penalised for flying through**

the wrong ring. Hence, entering flow mode is a good way to maximise the player's score.

Graphical User Interface.

The GUI is rendered onto the Touch Controllers. The following elements are displayed:

- The **current level**, i.e. game tempo.

- The **current health**.

- The **current score**, i.e. enemies vanquished.

- The **current combo**, i.e. number of consecutive rings passed through successfully.

- The **time remaining** until the end of the game.

- The **current flow**.

Figure 6.3: Oculus Touch Graphical User Interface.
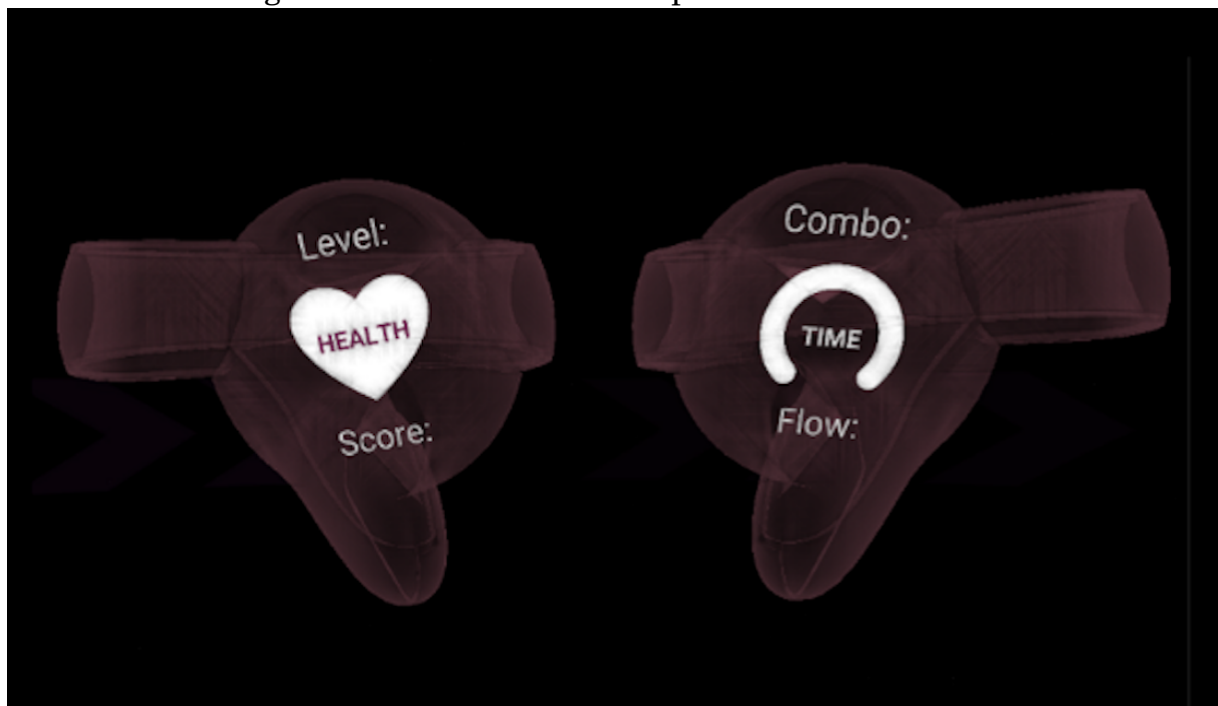
Starting The Game

To Start the game, gaze over the "play" bar and **hold the A button on the Right Touch controller**.

Enemy and Scoring System

The player loses health upon colliding with an enemy. The player also loses speed (disrupting the flow). Enemies have different attack patterns and spawn randomly. As the game tempo escalates, the frequency enemies appear increases proportionally.

The player also loses health if they enter the ring whilst bearing the wrong colour.

Below is an infographic that details the enemy and scoring information.[1]
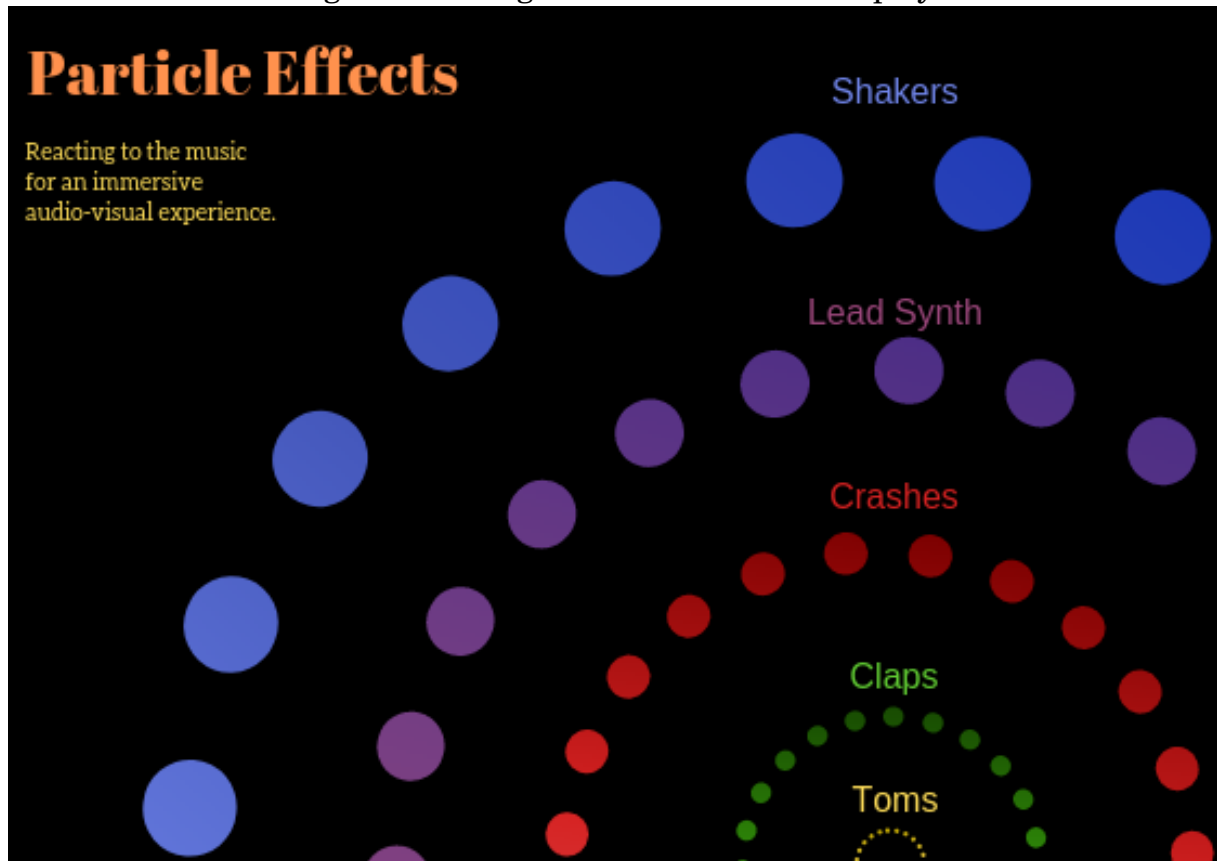
Figure 6.4: Scoring system infographic

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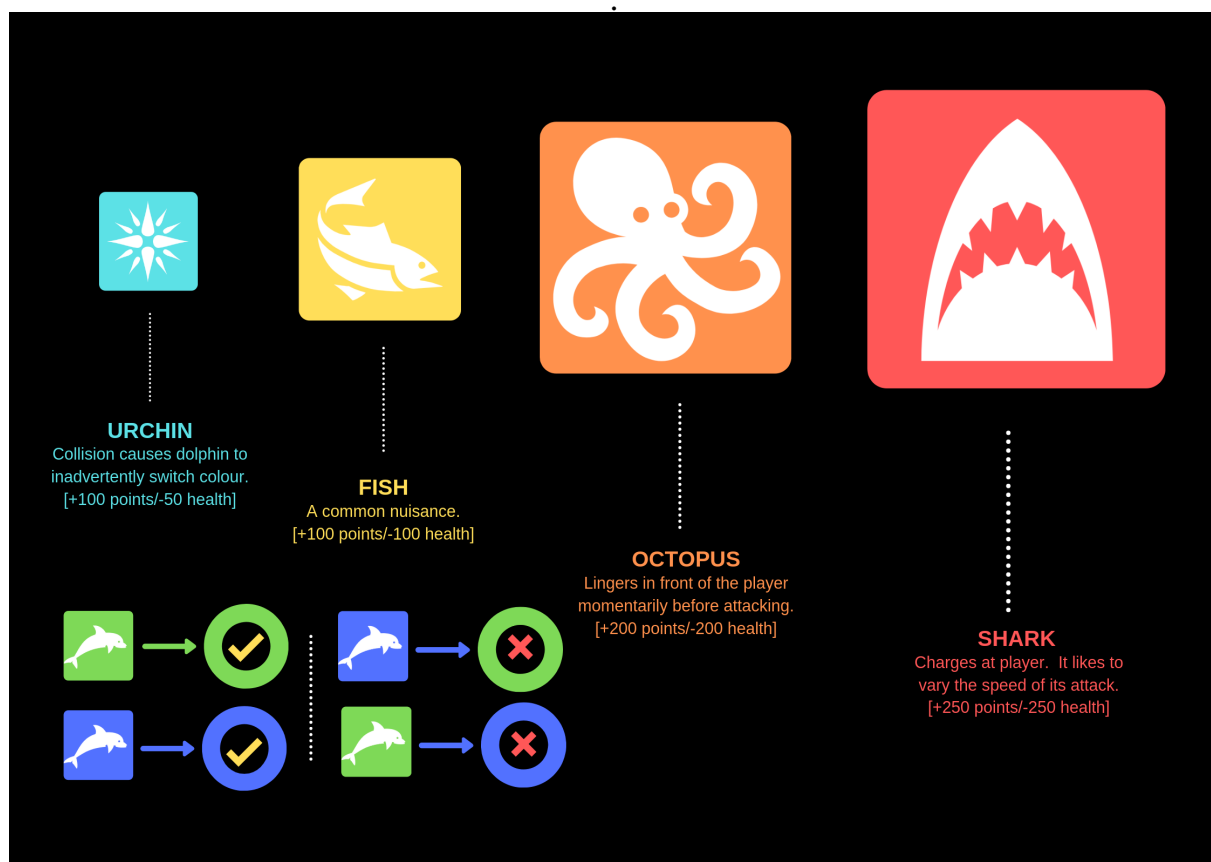
[1]Marine icons by Delapouite (2019), Lork (2019), Sbed (2019), V.A. (2019)

Audio-Visual Effects

The game contains visuals which react to the music. Particle effects are emitted which take the shape of concentric circles. Each circle constitutes to a different layer of music.

Figure 6.5: Diagram of audio-visual display

Ending the Game

If the player has completed the game or died, a high score screen will appear. Simply hold the **A button on the Right Touch controller** to play again.

Alternatively the player can restart the game at any time, by pressing the **menu button on the Left Touch controller**.

The player can end the VR simulation at anytime by pressing the **Oculus home button**. A menu will appear with instructions on how to quit the application safely.