

3D interactie in virtuele omgevingen: Jet Fighter

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ABSTRACT

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1. INTRODUCTION

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2. APPLICATION DOMAIN

A jet fighter game in which the player controls a jet fighter. First the player has to take off (from an aircraft carrier). Next the player has to complete some objectives (destroying enemy planes, bombing targets on the ground). And finally the player has to land safely.

There is also a two player option, in which one player controls the plane and the other player controls the weapons.

3. CHALLENGES

The main challenge is mapping all the different actions (navigating the jet, shooting weapons, switching weapons, ...). Ideally the player could navigate the plane and simultaneously shoot and select enemy plane. But this requires a lot of gestures and it might be difficult for the user to do multiple actions simultaneously.

Another challenge is selecting target enemy planes. There can be multiple planes and they can be rather small. We have to find a way to easily select enemies and confirm the selection (so the player doesn't accidentally select a wrong plane while trying to select another plane or doing another action).

Table 1: Mappings of actions

Action
Navigate left/right
Navigate up/down
Select target
Shoot missile
Shoot machine gun
Change speed
Switch to bomb mode
Take off / landing

4. INTERACTION TECHNIQUES

The game needs to support a lot of actions (see table 1). [We've got some ideas, but we first want to discuss them during the lecture]

5. CONCLUSIONS

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6. ACKNOWLEDGMENTS

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7. REFERENCES