Design for COMP220

In Assignment 1 of comp220 I have to create an AR/VR Interface, my design will be a mini game menu that allows the user play mini games as the game that this will be design for is a platformer so there would be a lot of jumping which can make the user feel unwell, so the idea was to make a safe space where the user can escape the game but not have to break the Virtual Reality experience. Below will be a small design of what the menu will look like it will have buttons that will be selected using the VR controllers.

City Destruction will be where the player will be able to destroy houses and cars by picking them up and throwing them around, the user will be tall compared to the houses which gives a cool perspective

Ball Throw will be where the player will throw balls into objects or hit them to earn points

These Buttons will be selected with the VR controllers.

Ball Throw

Mini Games

City Destruction