

# Demo Report

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Platform: Oculus

## **SuperHot:**

- This is a very impressive game. It feels so realistic when I pick up the guns.
- The transition of levels is smooth.
- The GUI is very clean and easy to understand.
- There is a reset floppy disk option and a guest mode option, which is a little bit hard to find.

## **VR girlfriend:**

- This is a game where I play with a virtual girlfriend (safe for work).
- The motion of character is very realistic
- The actions between NPCs are a little bit boring.
- The story is very short.
- If I get too close to the NPC, I can see through her skull to see the eyeball and tongue. A little bit scary!
- It is a bit pricey for the content offered.

## **Beat Saber:**

- This is a game in which I hold one or two lightsabers to cut boxes that fly towards me, which are in sync with the music being played.
- The game is fast-paced (it could be made slow though), it requires quite an amount of focus on the moving boxes, to the point where I don't any attention left for the graphics quality. The boxes flying toward my face seems realistic.
- The game has several different modes to play with, and the moving speed of the boxes can be slowed down so I could learn the patterns and progress.
- There is plenty of music to play with, many require separate payment, although the ones that come free with the game should last me for a long while.

- Global score ranks are available to see how good I am at any particular game and level.

**Climb:**

- This is a game where I climb many scenic mountains.
- This game can be played at my own pace, fast or slow. When I slow down however, the graphic details can be noticed easily. Sometimes the items up close are less than ideal (think graphics on a 4K monitor). Note that I am talking about 2x graphic scaling with a GTX 1080 Ti. 1x scaling has noticeable graphic quality drop.
- The tutorial takes a few minutes to complete, but once I know the techniques, it is much more straightforward. Climbing courses have different difficulties. The jump sections are challenging. The feeling of being rewarded after getting to the top is good.
- I think graphics-wise, the scenes are in the middle of trying to be realistic and cartoonish.