



PRIMITIVE

PLAY

QUIT

IMGD 5100 FINAL PROJECT

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GAME CONCEPT

- *Primitive* is a VR game where the player is tasked with rebuilding civilization from scratch, starting from the stone age.
- This project is highly inspired by the anime *Dr. Stone* and several of the YouTube channels that document Primitive Technologies



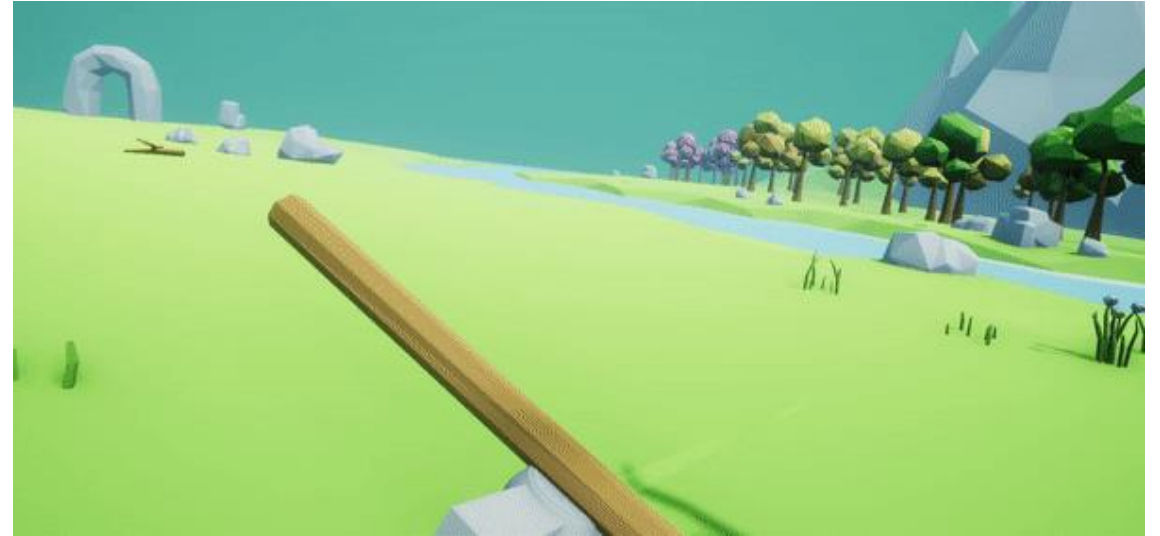
Chopping down a tree



Shooting Chickens



Using a Bow Drill to make fire



Making a bow!

USER TESTING

- The game was tested on **three** users: one with prior VR experience, and two with no VR experience.
- Each participant was monitored during gameplay. Participants were encouraged to share their thoughts throughout the session.
- At the end of each session, participants were asked a series of questions relating to:
 - VR Comfort
 - Crafting System
 - General Thoughts

VR COMFORT

- Accessibility was a major consideration during the design and development of interaction mechanics.
- “Comfort” features such as **Snap Turning** and **Teleportation** were implemented alongside **Continuous Move** and **Turn** Providers.
- Two of the participants, both new to VR, reported experiencing waves of nausea (ranging from minor to moderate). After comfort features were enabled, both participants reported a significant reduction in severity.

CRAFTING SYSTEM

- Utilizing VR to implement an immersive crafting system was the main focus of this project.
- Participants were asked to identify what aspects of the crafting system added or subtracted from the overall game experience.

Did Well

- Particle effects
- Auditory and haptic feedback
- “Tangibility”

Needs Work/Missing

- More Craftables
- Technology Tree
- Tweening mesh state changes (instead of jumping from a rock to a sharpened knife)

GENERAL THOUGHTS

- All the participants had an entertaining experience and are interested in following development
- They liked the free-form crafting, but wanted a bit more guidance/structure
- They enjoyed the Bow & Arrow mechanics, but want more things to shoot (E.g., A combat system)
- They were very excited about the potential for a multiplayer experience

FUTURE WORK

- Comprehensive crafting system
- Explore Constructive Solid Geometry (CSG) for mesh modification
- Technology Tree
 - Have a finite number of discoveries for each Age: Stone, Bronze, Iron, Glass, Aluminum, Plastic
- Base-building System
- Health, Thirst, and Hunger mechanics
 - Explore “natural” user interfaces
- Combat System
- Inventory and Storage Systems
 - E.g. Woven baskets, Clay pots
- Multiplayer Client-Server Architecture



Example: Civ 5. Tech Tree



Example: VR Pottery