CSCI5460 Virtual Reality

VR Final Project Proposal

Title: *Star Wars Game*

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Description:

In the mini-project, we have built the models of rockets, spacecraft and the earth by the software Blender, and the animations, e.g. the launch of the rocket, rotation of the spacecraft, and the docking of rocket and spacecraft have been already implemented by using Unity. There are models that have been built in our previous work.
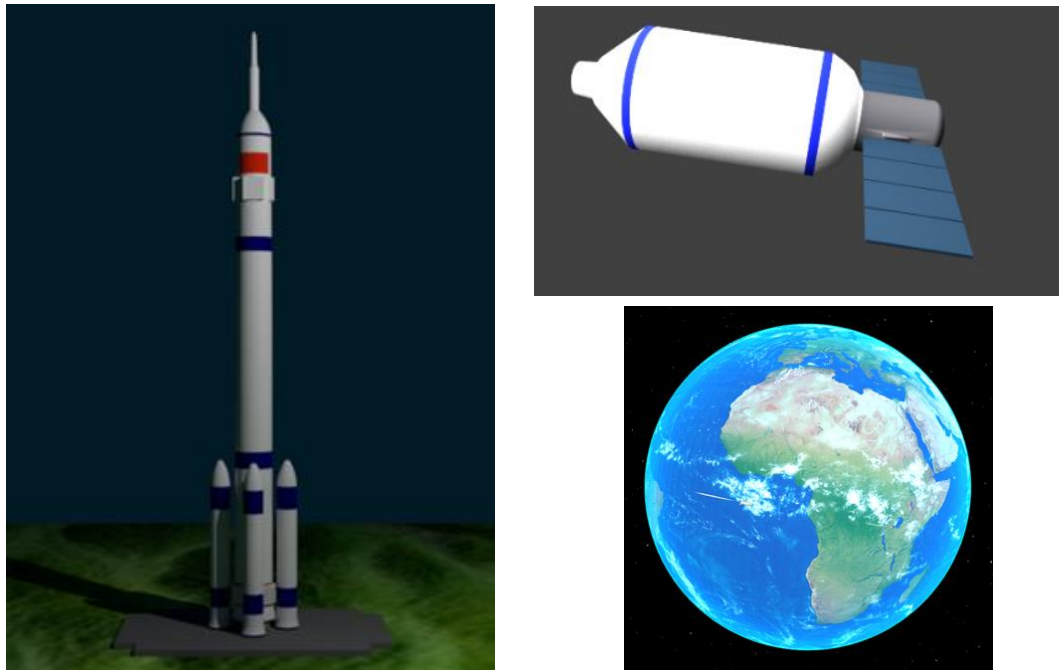

Figure 1. Models built in Mini-project

In addition, seven perspectives are created to show the panoramic view, which are controlled by clicking keyboard from 1 to 7. All animations are also manipulated by users through controlling keyboard.
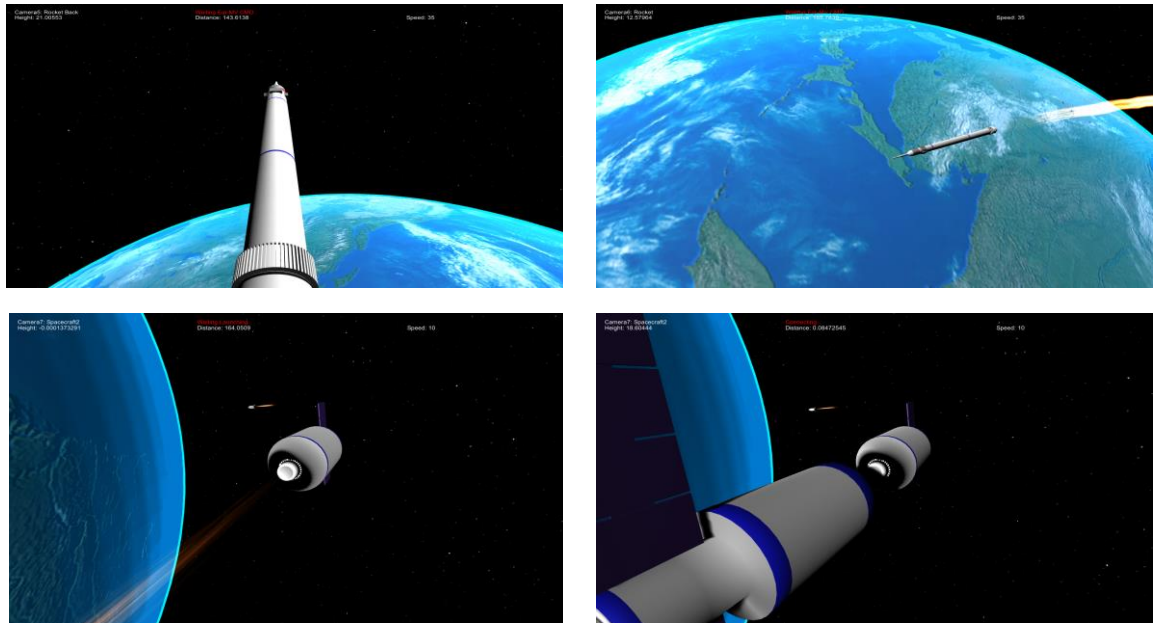
Figure 2 Animations in Mini-project

As for the final project, we would like to extend our mini-project to add more elements of interests to make it a game for users to play.

Undeniably, the series of movie, **Star Wars** have attracted much attention from audience in the last few years. A great number of audience might still recall the specular plots in the movie. Based on the background of space, we propose an idea that a game called *Star Wars* need to be created in the final project.

We assume that when our rocket has launched, followed by the docking with another spacecraft. A series of amazing things happen then. The emergence of some unknown spaceships pose a threat to our spacecraft in which some meaningful experiments are expected to be conducted. In order to ensure the normal operation of our spacecraft, it is urgent to take measures to protect it.

Figure 3.   Supposed fighting between space crafts

All spacecraft are equipped with advanced weapons, such as flying saucers, shotguns, bombs and

so and so forth. Each spacecraft needs to be controlled by one user through keyboard or mouse, including adding weapons, changing directions and speeding up and down. During the war, golden coins will appear randomly for users to get and buy state-of-the-art weapons. Besides, pitfalls comes with reward. Therefore, users should watch out when playing games. Undoubtedly, after a period of time of fighting, one spacecraft will beat others and win the field.

Figure 4. Golden coins and traps (For reference **ONLY**)

The unknown space crafts, weapons, golden coins, and traps will be modeled in **Blender**, and interactions will be added in **Unity**. The details of implements will be talked in the final project report.