CSCI5460 Virtual Reality

Star Wars Game

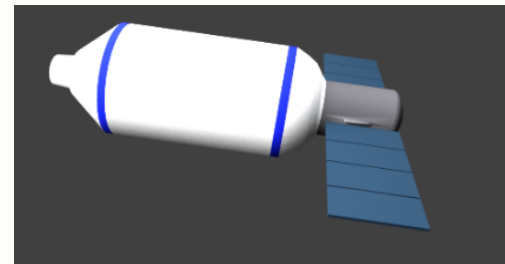HU Xiaowei

WANG Xi

LIN Huangjing

Mini-Project Review

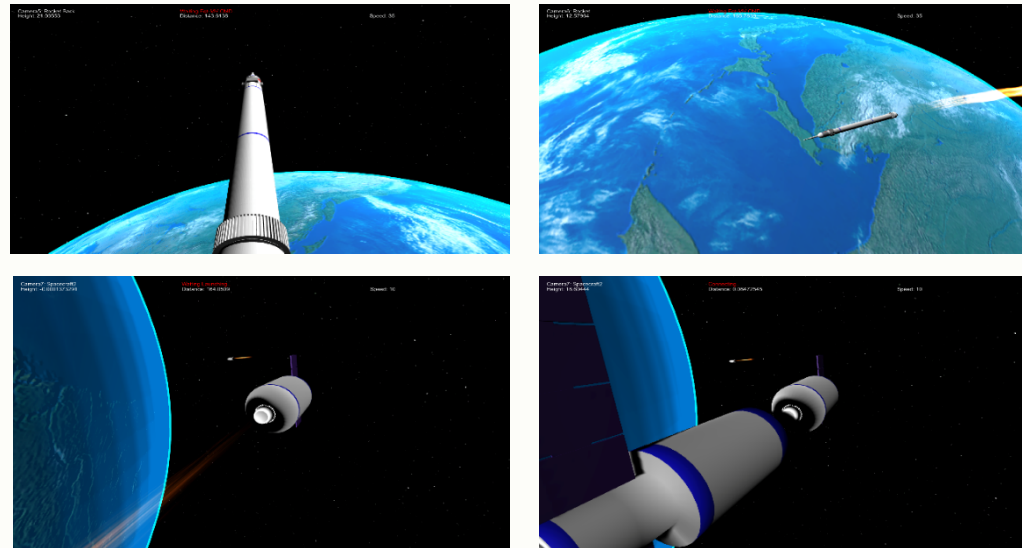- 1. Models (Blender)

Such as rockets, spacecraft and the earth.

Mini-Project Review

– Animations (Unity)

Including the launch of the rocket, rotation of the spacecraft, and the docking of rocket and spacecraft. In addition, seven perspectives are created to show the panoramic view.

Final Project: Star Wars

– Extend the mini-project and add some elements of interests.

– Our goal is to create a game named *Star Wars* based on our mini-project.

Final Project: Star Wars

– **Plots in game**:

❑ Our rocket launches, followed by the docking with another spacecraft;

❑ 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.

Final Project: Star Wars

– Supposed fighting between space crafts.

Final Project: Star Wars

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– All spacecraft are equipped with advanced weapons, such as flying saucers, shotguns, bombs and so and so forth.

Final Project: Star Wars

Golden coins:

Appear randomly for users to get and buy state-of-the-art weapons.

Traps:

Receive punishment.

Final Project: Star Wars

- The unknown space crafts, weapons, golden coins, and traps will be modeled in **Blender**.

- Interactions will be added in **Unity**.

- The details of implements will be talked in the final project report.