

Quidditch-VR

Category: Game Development in Unity

Quidditch-VR is a Competitive Virtual Reality game developed using C# in the Unity game engine. And based on the fantastic sport Quidditch, from the “Harry Potter” series. Quidditch is a magical sport played on broomsticks. Two teams with seven players each compete to score points. They throw the Quaffle (Big ball) through the opponent's hoops (1 point), while the Keeper defends them. The game ends when the Seeker catches the Golden Snitch (Small, fast, and flying ball), worth 150 points. Players must dodge Bludgers (Flying ball that attacks players) and use strategy (And in our game, magic spells) to win.

Designed for one or two players. In both modes the player takes the role of a “Team-Leader” of one of the teams and the goal is to get more points than the opposing team by the end of the time or by catching the Golden Snitch. This challenge will require coordination, strategy, quick-thinking and leadership.

The movement of the player is decided with the angle in which the broomstick is being held at, the team members (which are NPCs, aka Non-Playable Characters) are controlled by A.I. and their strategy changes according to the voice Commands that they are given by the player.

Quidditch-VR aims to provide a magical, immersive, and enjoyable experience both to “Harry Potter” fans and newcomers alike. Through its many different features, the game encourages the players to use their voice, move their head and hands to create an interactive, fascinating experience that explores the many possibilities of VR-Gaming and VR technologies and applications in general.

