

Firestrike

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General Overview

Our game, Firestrike is a new twist on turn-based games.

- Inspiration for this project came from Nintendo's Fire Emblem
- Our game is a grid-based, turn-based, Life-like strategy game that allows users to fight with enemies
- Guide your troops to victory by moving them in the world and attacking enemies



Hardware Used

[it's really simple!]



Headset

Our project relies on a head mounted display to view the game



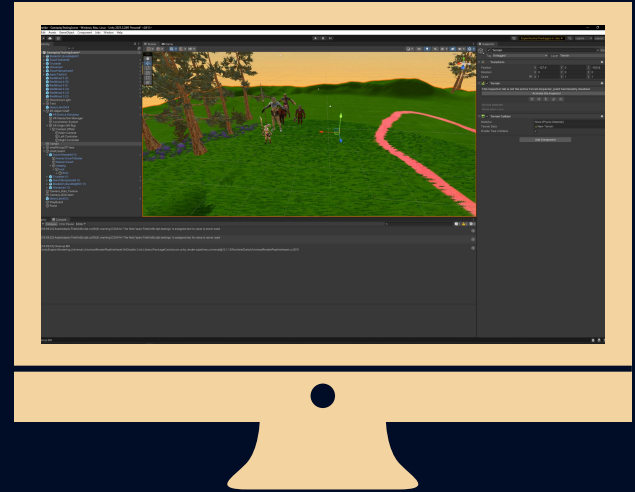
Controller

Controllers are required to control your position and your allies' positions

Our software

Our project uses Unity 2021.3 (Probably like the rest of your projects) and tracks the following:

- HMD movement and rotation
- Left Controller movement and rotation
- Right Controller movement and rotation
- Our app plays at a general 1:1 scale of the world



Sensory Information

Screen

Our app mainly
simulates our players
visual stimulus

Perspective

It is possible to view
the battlefield from a
bird's eye view

Touch

We allow users to
move and press
buttons in order to
control the world



Team Contributions



Jun

Built the game logic and
attack mechanics



Nicole

Built the game board and
set up player locations



John

Set up all the hardware and
project information



Mikey

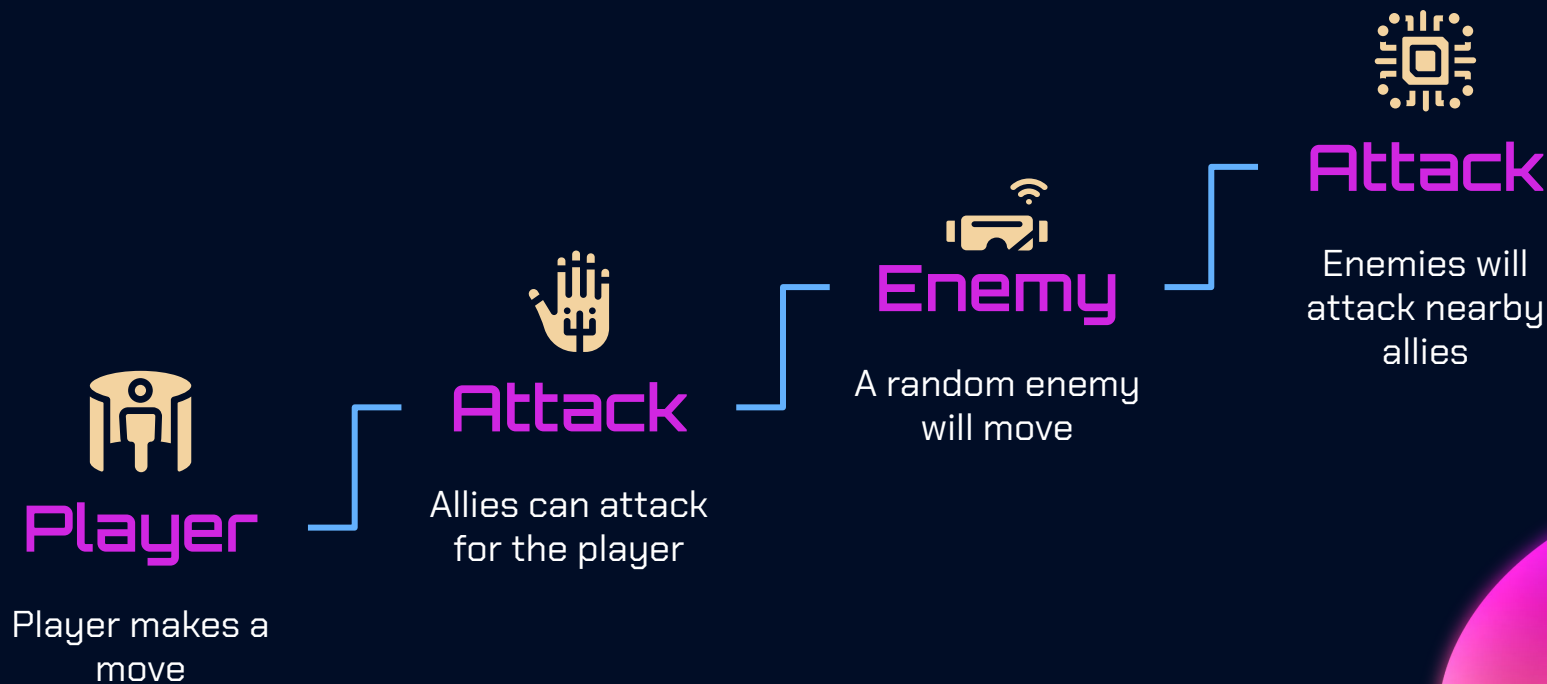
Gathered all the assets



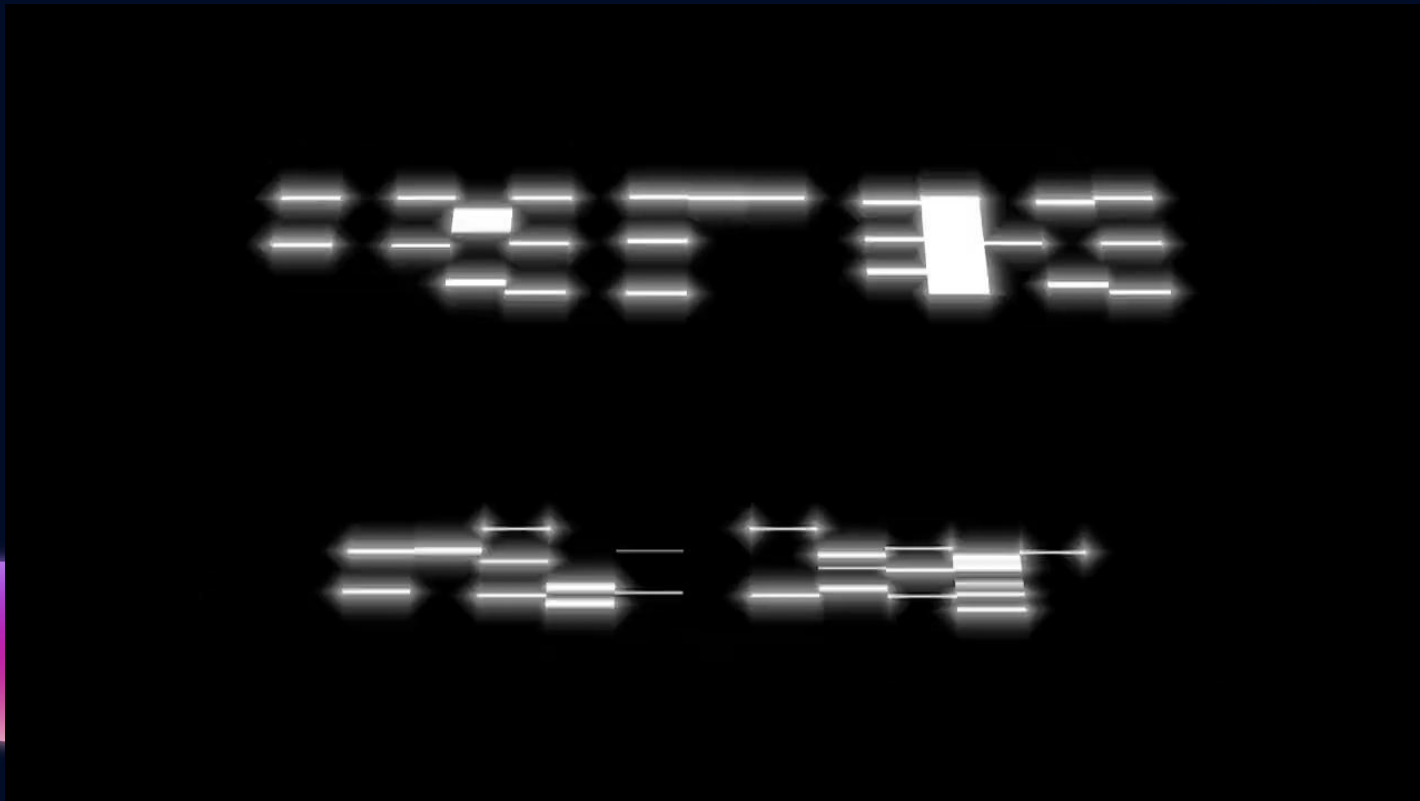
Trevor

Linked the game logic and
game board

Features



Our Demo





Thanks!

Do you have any questions?

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