**Rush Diving**

**Overview**

Rush Diving is a strategic landing game which runs on the VR platform. Player acts as a weak animal, and jump from the sky. During falling, players have to avoid different predators and obstacles by using various items. The goal is to reach a safe area—the nest.

**Character**

* **Player:** Players acts a weak animal that have statues and ability as follow
  + **Health Statue:** This shows the remaining lives of a player. If value of health statue become zero, that means animal is dead and player fail in the game.
  + **Energy Statues:** This shows the remaining stamina of a player. If you have enough, player can use rush moving to avoid predators and obstacles.
  + **Moving:** The animal can move slowly in the horizontal level.
  + **Rotation:** The animal can change the direction.
  + **Rush Moving:** By exhausting lots of stamina, the animal can move a short distance immediately in horizontal level.
* **NPCs:** Basically, there are two types predators as follow
  + **Rock Liver:** Living in the float rocks, they will catch animals near the rock.
  + **Flyer:** They can fly anywhere to catch animals, but their stamina limits their fly area.

**Item**

* **Health Food:** Health food can add health bar.
* **Energy Bill:** Energy bill will restore the stamina of a player immediately.
* **Invisible Cape:** Invisible cape makes player become transparent during a short time.

**Environment**

* **Float Rocks:** 
  + These rocks are floating on the air.
  + Rocks have different size.
  + Some Rocks may contain traps, items or enemies.
* **Wind:** Wind comes randomly, it will effect the direction of the player.
* **Smoke/Cloud:** Smoke/Cloud area makes everything indistinct, you will hard to find enemies or traps.
* **Nest:** Nest is the destination of a player, it’s a safe area.

**Additional Features**

* **Compass:** Show the direction of the destination.
* **Altimeter:** Show the vertical distance from the ground.
* **Health bar:** Show the health status of the player.
* **Energy bar:** Show the stamina status of the player

**Operation**

* **Accelerate:** Close two Arms.
* **Decelerate:** Open two Arms.
* **Rush Moving:** Press X/Y button on the handle.
* **Rotation:**
  + **Clockwise rotation:** Onlyopen the left arm.
  + **Counterclockwise rotation:** Only open the right arm.

**Menu**

* **Start:** “Start” button enables a player begin play game.
* **Pause:** “Pause” button enables a player pause current game.
* **Resume:** “Resume” button enables a player continue current game from pause
* **Exit:** Exit the game and back to the main interface.

**Development Platform**

Unity, Visual Studio, Oculus Quest