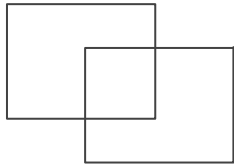


# ChronoChef



**Huize Kubus**

# Goal

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- We want to experiment with time scaling in VR.
- Using a new tech (VR)
- Learn new skill sets/ improve on them.

# Technologies

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Technology:

- Oculus Rift

Mechanics:

- The faster you move, the slower time goes
- Throwing stuff
- Cooking

# Design Choices

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- Unity
  - Eerdere ervaring met programma
  - Tools voor Oculus VR
- Cooking
  - Normally you don't have to cook fast and multiple things at once
  - Planning your next move
- Throwing
  - It feels powerful/nice
  - It's fun

# The Game

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- Player is chef
- Gets given very little **time** to complete recipes
- Time moves slower when the player moves faster
- Spastic and stressed movements are actually helpful
- You need to think about what you cook next before finishing the current task so you can keep moving

# Difficulties

— — —

- Cutting vegetables
- Getting custom interactions working in VR
- SteamVR crashing (a lot)
- Not understanding each others problems
- No escape from each other

# PMI

— — —

PLUS	MINUS	INTERESTING
<ul style="list-style-type: none"><li>- Time scaling works, both functionally and as a game mechanic</li><li>- Time scaling is fun to play with in VR</li></ul>	<ul style="list-style-type: none"><li>- We didn't manage to finish the game as intended</li><li>- VR was hard to work with because the VR assets used were hard to use</li></ul>	<ul style="list-style-type: none"><li>- Many approaches to VR development in Unity with different features</li><li>- SteamVR uses physics on the hands. Oculus does not do this</li><li>- Living together (moving) makes you lose track of time.</li><li>- Being sick</li><li>- Being watched</li></ul>