

Virtual Reality Project

THE LEGEND OF BURDEA

VR'S AWAKENING

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The Legend of Burdea: VR's Awakening is inspired by one of Nintendo's classics: The Legend Zelda series. We used a lot of the techniques we learnt in the lab sessions in development of this game, including collision detections, particle systems, audio sources, and most importantly, mapping the Razer Hydra and Novint Falcon as input devices for a more immersive gaming experience.

The game starts off with a menu screen where the player can either choose to "Play" or "Quit". After pressing on "Play", the player is teleported into a first person view of the avatar who holds a shield on his left hand and a sword in his right, both of which call back to the famous Master Sword and Hylian Shield from the Legend Of Zelda series. The shield is controlled by the Novint Falcon and the sword is swung by the back Razer Hydra trigger. The avatar's movement is intuitively controlled by the analog stick on the right controller of the Razer Hydra. You are able to look around by moving the right Hydra controller around the base. This game has an interesting terrain and 3 types of NPCs: Mutants, Warroks and Armored Dino, the latter being the boss. All NPCs have a certain amount of health. The player can choose to kill the enemies either by using a sword (does more damage) or by using the shield (does less damage). The Mutants and Warroks are easy to defeat, unlike the Dino which offers a player a challenge. One has to be careful not to die: keeping a safe distance from the Dino is key to survival. The hit detection works with taking into consideration the sword's and the shield's box colliders; whenever each collide with the NPC's mesh collider, a hit detection takes place and the NPC's health is reduced by a certain amount. A similar algorithm is applied to the player's health. The player's health is displayed on the top of the game scene and it is decreased every time the player gets hit by any of the NPCs. When the player loses all health, the avatar dies and is lead to the Menu screen where he/she can choose to "Play" again or "Quit" the game.

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How to run the game: Within the "Legend of Burdea" folder...

Click on the Play.exe file → Choose appropriate settings → Play

Note: In case project doesn't run rename the "Legend of Burdea" folder to "VR Lab Project".