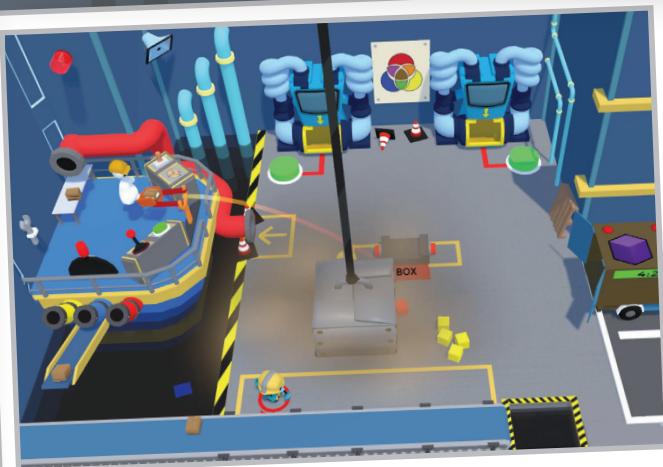


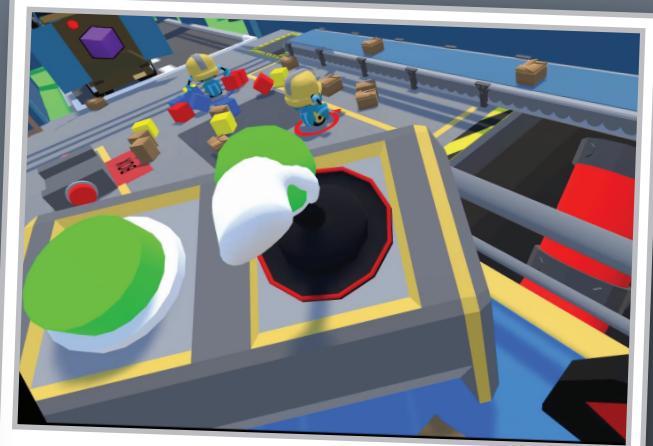


What is Wacktory?

Wacktory is a new take on cooperative gameplay that pushes the limits of both Virtual Reality and traditional couch co-op where players work together to beat the clock and create the most advanced product ever seen—*The Cube*.



WHAM! The VR player can use the hammer to break open boxes... or their friends.



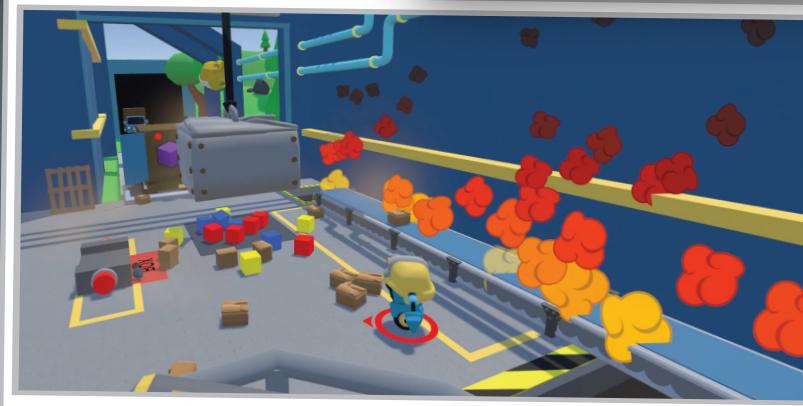
Control everything from your control booth! Otherwise, you'll just sitting there doing nothing

...and that's no good for nobody.

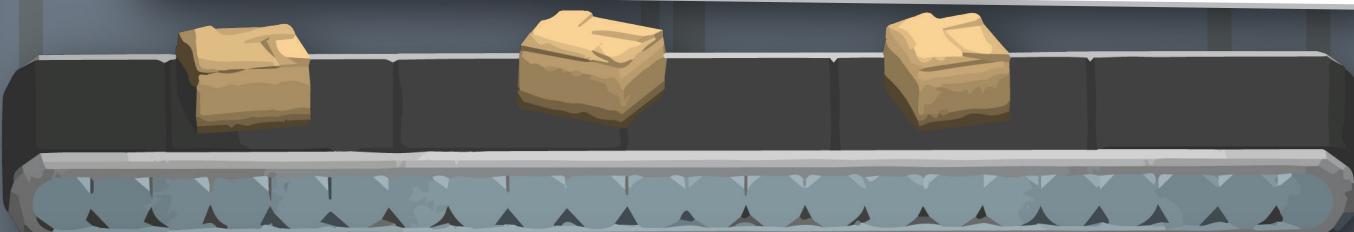
The VR Player will oversee the factory, while the top-down players act as robots on the factory floor. The increasingly complex tasks will keep every player on their toes, often leading to friendly screaming among peers.

Give that box a label!

Otherwise, how will you be able to tell the double corrugated folding walls from the reinforced standing base!



Egad! A fire! Grab your trusty, all-purpose wrench and toss it to your pals so they can put it out!



Artistic Statement

Virtual Reality games are an isolating experience; when one player is fully immersed in a virtual world, everyone else waits their turn on the sidelines. To engage the audience, our team set out to explore the possibility of a game that combines single player VR gameplay with fun,

couch co-op. Players aren't just waiting for their turn in VR, they're playing alongside the VR player! As players work together in this zany, fast-paced environment, friendships will be tested, deadlines will be missed, and productivity will be measured!

Meet the Team



www.Wacktory.com



@Wacktory

We are a small, driven, independent development team of 13 students from UC Santa Cruz, CA. Wacktory's members come from diverse backgrounds and possess a wide variety of skills. Being a small team, everyone wears multiple hats. Sometimes we even wear the same hat—namely, a hard hat.

