UNIV 3279

Professor Molvig, Professor Bodenheimer

Individual Project Written Reflection

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In my individual project, I designed a virtual universe with many planets in it. I used a skybox asset to create the background of a universe, and I used rollerballs to represent the planets. As the user points each planet, all the planets fly out. I was inspired by a sci-fi called *The Three Body* as I designed this game. In the book, the author talked about a possible scheme of our universe, where all the intellectual bodies on all the planets are like hunters who walk secretly and meticulously in a dark forest, trying their best to hide their trace. Once we expose our trace, no matter intentionally or unintentionally, we would become the target of all the other hunters and be wiped out by them. I intended to show the cruelty of the surviving game we are all in within a somehow normal and ordinary way and help people contemplate more about the nature of life.

VR is a very good medium for me to illustrate the scheme. Using VR, users feel that they are really in the scene created for them. VR helps a lot in creating the wildness and spaciousness of the universe, and the users can view how things work from their own perspective—as viewers and experiencers. The users feel that they are one of the competing intellectual bodies in this game. In VR, the planets fly off very quickly, which helps the users realize the cruelty of this possible scheme of how things work.

At first, I wanted to look for an asset for real planets in the universe, but I could not find a free real planets asset, so I decided to represent the planets using rollerballs. One of the limitations of Unity on creating my game is the cost of money. Also, the distance to the user of an object in VR is not clear as the user put the headset on. The user has no idea of how far he/she should reach his/her arm to grab the object in VR, which is another possible limitation of VR for my game.