Onslaught

Enter a futuristic arena, where it is you versus waves of fireballs. The aim, **if you are brave enough**, is to eliminate as many enemies as you can, but do not worry each wave gets harder and harder. **Do you think you can handle this?**

What is this Application?

Onslaught is a VR (Virtual Reality) that has been created using Unreal and 3ds Max. It is a game that has a target audience of 12+ and who do not suffer from epilepsy as the as there are muzzle flashes that can induce an epileptic episode.

What is the games Objective?

The game test the accuracy of the user and for each of the fireballs that are destroyed the "Player Score:" tally will increase by one. The user will aim to obtain as many points as they can.

Our Goals:

To create an immersive and entertaining application that creates excitement. This will be achieved by creating a sense of escapism which can help the user get away from they real life activities.

Future updates list:

Multiple Weapons (rifles or submachine guns)

Different Enemies (flying creatures or robots)

Alternative Arenas (forest, spaceship or ocean)

Where can this game be accessed

This game will downloadable on Sidequest for Oculus Quest 2

Memory Space: 646MB

Player Experience

"Real-world" photo

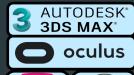"In-game" photo

Dual-wield

If you want an extra challenge, grab ahold of two guns and try defeat the incoming enemies.

Fireballs

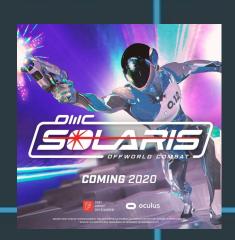Multiple waves of fireballs will be thrown at you. Can you achieve your high-score?

AUTODESK 3DS MAX

oculus

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UNREAL ENGINE

Onslaught

Onward

Team-based, VR first person shooter where the aim to work alongside your team to complete multiple challenges ranging from **"team deathmatch"** to **"search and destroy"**.

Solaris

A futuristic VR first-person shooter. The target is to capture certain **"hardpoints"** around the map and hold the positions, whilst working in a team of 4.

How Onslaught relates to these games

Onslaught consists of not enemies that can shoot back at the player, yet the fireballs when intersecting with the walls in the arena will hurt the character. This was a feature implemented as a common theme of these games is to allow the user to have a limit on how long they can survive for, and in the case of Onslaught the user has a set couple of lives.

References

Downpour Interactive, 2016. *Onward,* (PC) s.l.: Downpour Interactive, Coatsink.

First Contact Entertainment Inc., 2020. *Solaris,* (PC, PlayStation 4) s.l.: First Contact Entertainment Inc., Perpetual Europe.