Concept idea

Our concept did not change much. We have tank simulation. It is a serious game where one person can drive tank and other shoot and destroy objects.

Features list

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| Feature | Expected points | Current state | Remarks/Description |
| Change skybox & light parameters with UI (at least 3 different changes) | 1 | Partly implemented. Skybox is changeable, but no light parameters are added now. |  |
| Locomotion metaphor with a helper object (moving parts should be moving somehow): car, scooter, magic carpet... | 2 | Partly implemented. Moving parts are not moving, otherwise it works well. |  |
| Camera manipulations (FOV, pose manipulations, spectator view...) | 0.5 | Implemented. | We have implemented a periscope in the driver environment, which use camera manipulations. |
| Spatial audio (background+ a couple sound effects = 0.5, more complex with multiple sounds in 3D space = 1) | 0.5 | Partly implemented. We have implemented a few sound effects. |  |
| Water | 0.5-1? | Implemented. | There are few “lakes” on our terrain. We don’t know how many points we can expect. So, we look forward for more clarification. |