

DUNGEON DODGE



_HaveFunf

Georgia Tan

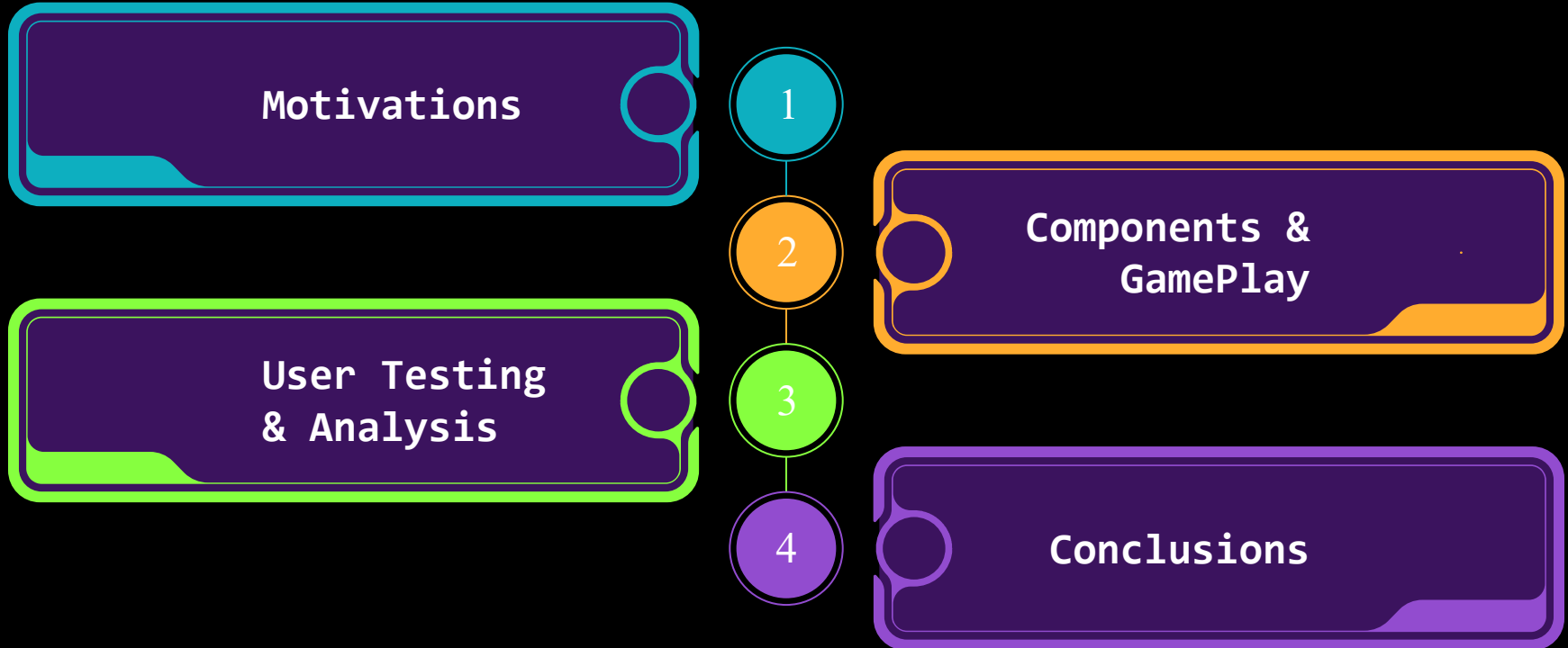
Jee Chen Lin

Lai Pin Nean Jeff

Yeo Ke Wei

Xiaoyang Yang

Table of Content





MOTIVATIONS





MOTIVATIONS

1

ENHANCING DYNAMIC EXPERIENCE

2

INFUSING THRILL AND EXCITEMENT

3

ELEVATING MEANING WITH FITNESS



MANIAC IS ANGRY





OUR IDEA

DUNGEON DODGE IS DEVELOPED AS AN EXERCISE-BASED VR GAME WHERE PLAYERS ATTEMPT TO SURVIVE BY DODGING VICIOUS MANIACS AND THROWING ATTACKS TO DEFEND THEMSELF.



COMPONENTS & GAMEPLAY





INSPIRATIONS



DODGEBALL (AIM & SHOOT)





GAMEPLAY DEMONSTRATIONS



1st Person View



3rd Person View



GAME COMPONENTS

CONTROLS

BODY
MOVEMENTS
PICK & SHOOT

INTERACTABLES

MANIACS
EGG
CHICKEN

ENVIRONMENT

DUNGEON
ENEMY

MISCELLANEOUS

AUDIO
HEALTH BAR
MENU
INSTRUCTIONS



CONTROLS

BODY MOVEMENTS: SIDE SHUFFLES

TO MOVE AROUND AND AVOID THE ATTACKS





CONTROLS

BODY MOVEMENTS: AIM WITH HEAD

TO GRAB CHICKEN AND SHOOT EGGS

GRAB CHICKEN



SHOOT EGGS





INTERACTABLES



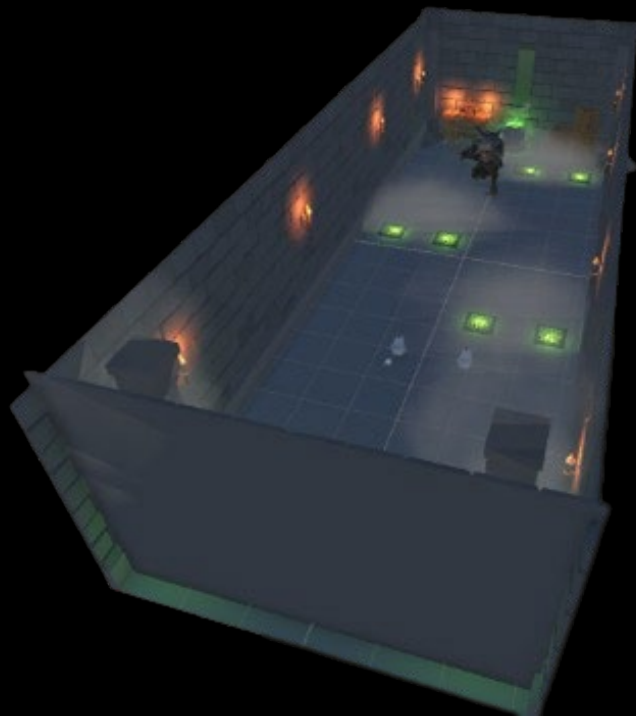
MANICS	CHICKENS	EGGS
<ul style="list-style-type: none">- RUNS TOWARDS PLAYER- COLLISION AVAILABLE (DEPLETES PLAYER HEALTH)	<ul style="list-style-type: none">- CAN BE GRABBED- TRIGGER SPAWNING EGGS EVENT	<ul style="list-style-type: none">- CAN BE AIMED & SHOT- COLLISION AVAILABLE (DEPLETES ENEMY HEALTH)



ENVIRONMENT



PLAYER'S VIEW



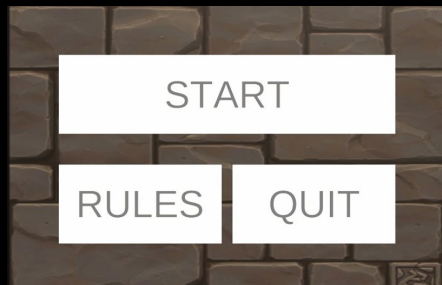
GAME ENVIRONMENT



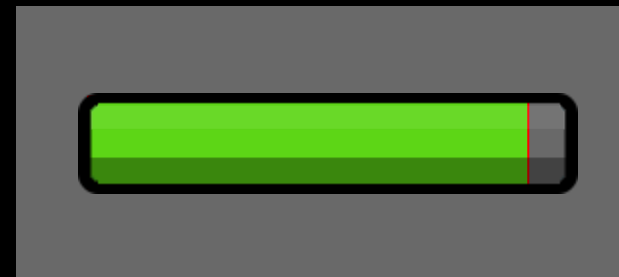
MISCELLANEOUS



AUDIO



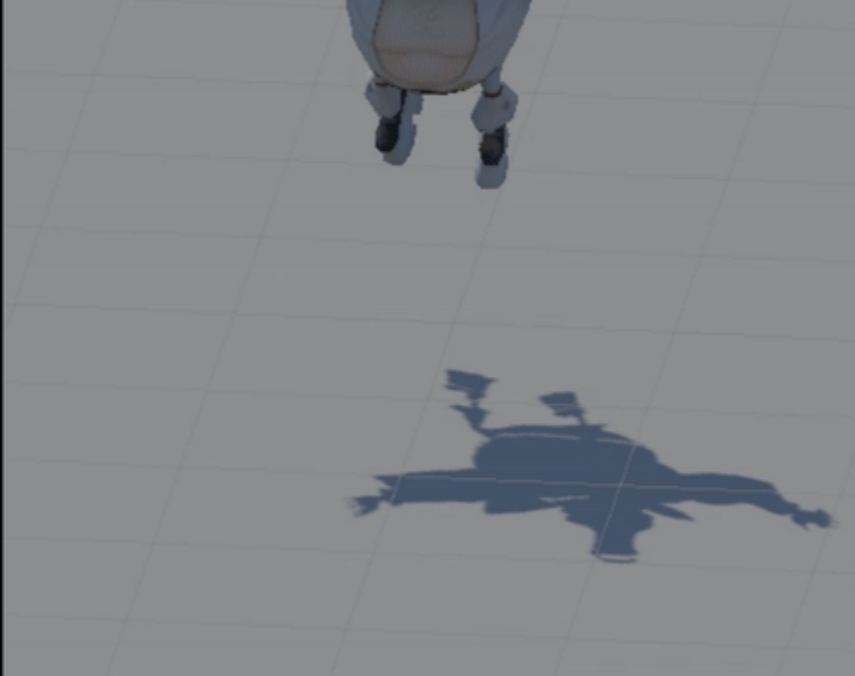
MENU



HEALTH BAR



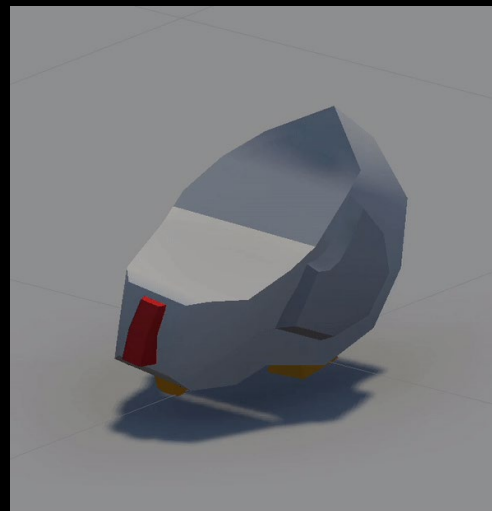
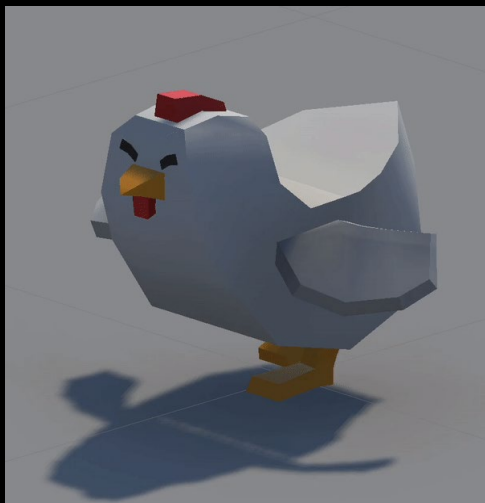
MISCELLANEOUS



CHARACTER ANIMATION



MISCELLANEOUS



CHICKEN ANIMATION



USER TESTING & ANALYSIS



OUR OBJECTIVES

ARE PLAYERS PRESSED DURING GAMEPLAY TO
MOVE SUFFICIENTLY FOR DUNGEON DODGE TO
ACHIEVE ITS GOAL AS AN EXERCISE-BASED
VR GAME?





RESULTS

SUS SCORE

75.4

Do you have any other comments on the game?

6 responses

I wish there was another chicken, so I get double the egg power.

The Chicken must have something to do with Chen...

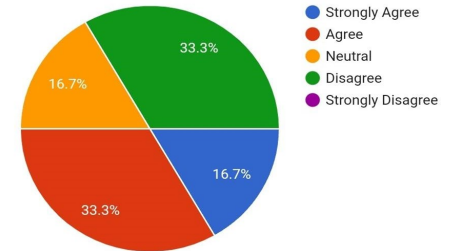
It would be good to be able to access the instructions mid-way through the game

Game was fun, but on first tryout I was not sure if I have to shoot at Elvis or at Goblin to win in level. Also, game level just stopped, but I havent notices any timer in the level to show me this is how it is gonna end and that I should hurry up.

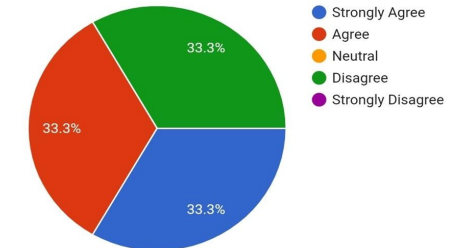
i want chickens to be cheering for me while i play

No instructions on the fact that aiming is through your gaze. Other than that it was fun as an arcade-style game

I FEEL THE NEED TO MOVE QUICKLY IN THE GAME.

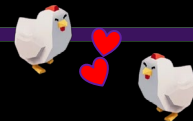


I FEEL COMFORTABLE MOVING IN THE GAME.





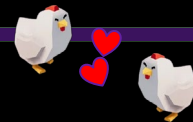
CONCLUSIONS



DIFFICULTIES



OUR INITIAL IDEA: EVERYTHING WAS SCRAPED



IMPROVEMENTS

1

ADD A SCORING SYSTEM AND TIMER

2

CLEARER INSTRUCTIONS

3

INCORPORATE MORE EXERCISES

Code Available here

THANK YOU