

CMSC 388G Virtual Reality Game Development
Programming Assignment Final: VR Experience
Due Date & Deadline: Day before Finals

Project Submission:

- 1) Put on GitHub the README.md to your project - stored on Google Drive, DropBox, etc.
- 2) Name your folder "INSERTFULLNAME_CMSC388G_FinalProject.zip".
- 3) Place all files for the project in the folder and ZIP up the folder. To submit a zip file, login to the submit server webpage and look for the link to make a *web submission*.
- 4) Select your partner and submit.

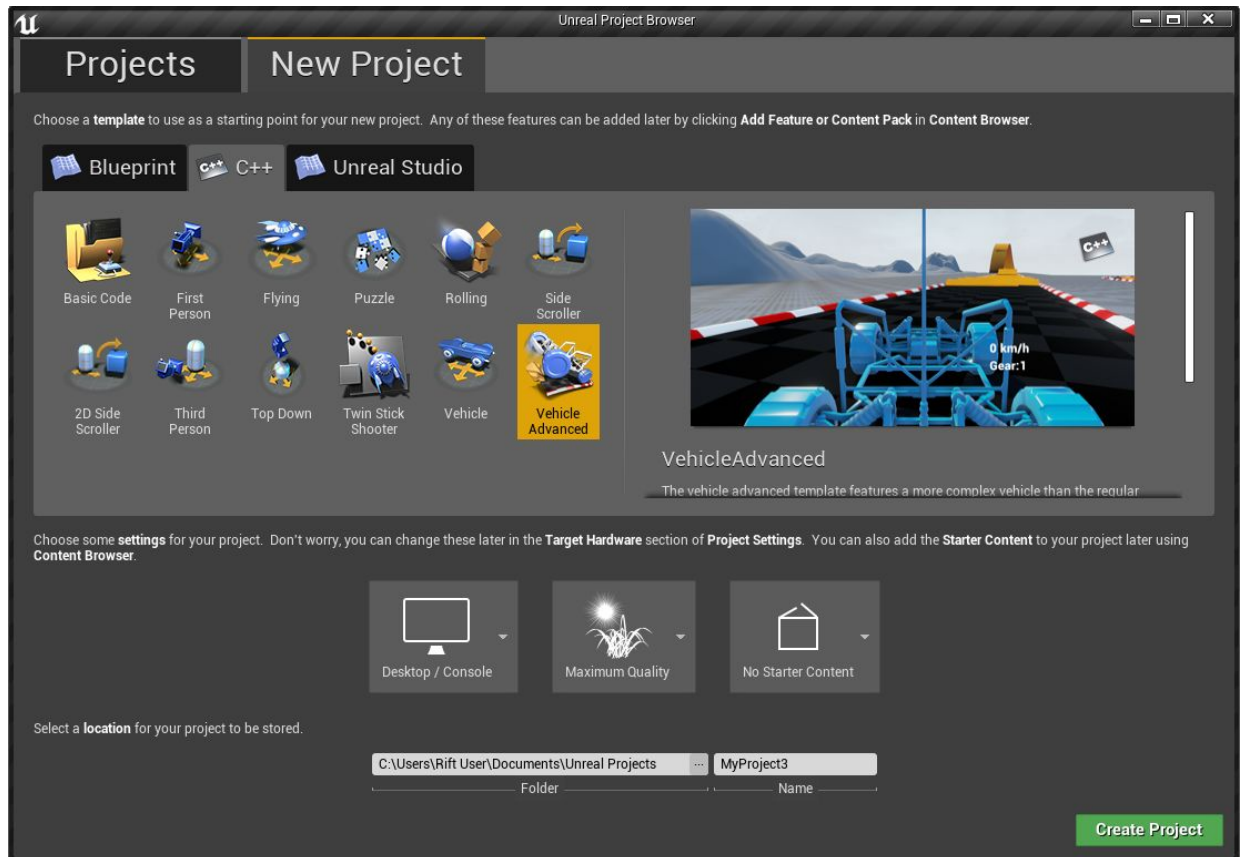
Description:

You will work in 2 person teams to design and code a VR experience/game. You will have about 5 weeks to come up with a project idea, execute it and present it. Have fun, and take a chance on being creative while putting all the new concepts and APIs you've learned and will learn.

Your project should incorporate **at least two** of the following concepts we have discussed:

- Simulation sickness reduction
- 3D Audio
- Handling controller/HMD occlusion
- 2D UI that fits Oculus' Best Practices in VR
- Optimized Special Effects
- Peripheral inclusion focus - I.E. - Leap Motion, external hardware, etc.
- Basic multiplayer

You can either start from scratch or use one of the existing templates, like in Project 2:



As a reminder from Project 2, you can find the templates through the Epic Games launcher or by selecting the **Unreal Engine** desktop icon.

Checkpoint #1 – [April 12, 2018]

You should spend time understanding your project and its general outline before writing code. For Checkpoint #1 you and your partner will come to the lab and discuss your idea with either Galen or Mike.

Submit + Presentation - Last week of class

You will present on your concept + what you did specifically to address one of the bullet points above. Each person will present on one of the topics and how they addressed the projects. Your final project **MUST** be submitted on **05/10** at the latest.

Examples

No Man's Sky VR - <https://www.youtube.com/watch?v=x1tKNonnJeg>

Human Robot Interaction using VR + Leap Motion -
<https://www.youtube.com/watch?v=-qSzIHWiodY>

Multiplayer VR Car Building Simulation:
<https://www.youtube.com/watch?v=DDW7LGk9jEk>
<https://www.youtube.com/watch?v=tLD4hXKKUZw>

Flying Project VR - <https://www.youtube.com/watch?v=TWjtE5kUqHA>

Ground Control VR - <https://www.youtube.com/watch?v=sZszfnpVyVs>