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Final Game Prototype

For my final prototype, I have a very basic demo of my game. You will find within it 6-7 monsters that you have the ability to shoot, free movement around the whole map, and a basic start menu. When running the game from the start menu scene, you cannot see the menu items on the headset yet, but you can see everything else. Once you load into the actual gameplay part of the demo, you are granted free movement using locomotion and the oculus touch joysticks. They are used just like a normal FPS on console. From there the right hand trigger will shoot bullets, and the left hand trigger will make the player move quicker. The player also had full independent head movement so they are able to check behind them if being chased. The objective of the demo is to shoot the monsters as they are tracking to your general starting point. It takes 2 shots to kill each monster, which may or not be the final amount when the game is done. Once you kill the monsters, the player is free to roam around the map and take in the scenes and immersion that VR offers. The atmosphere for the game is similar to what I plan on recreating with my own assets, but it will all be done in a more cartoonish art style. I feel that this would make it a happy medium and further set it apart from similar games in the genre.