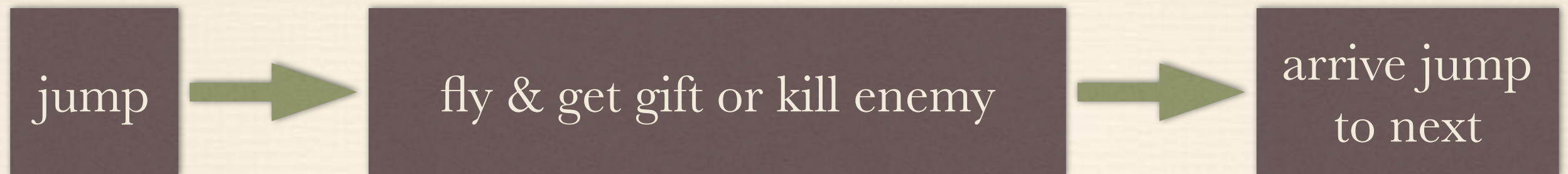


Journey to the west



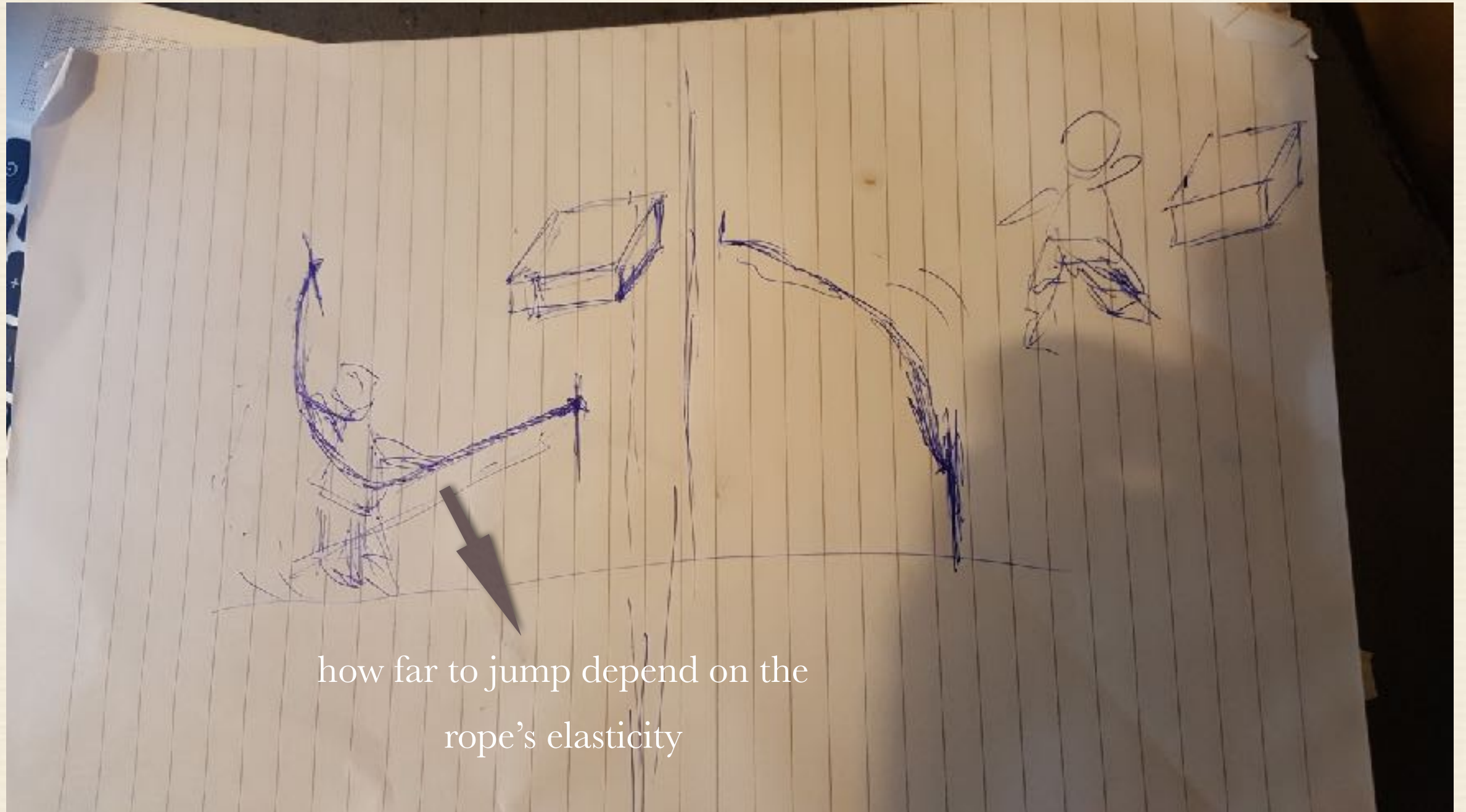
john zuo

VR GAME DESIGN



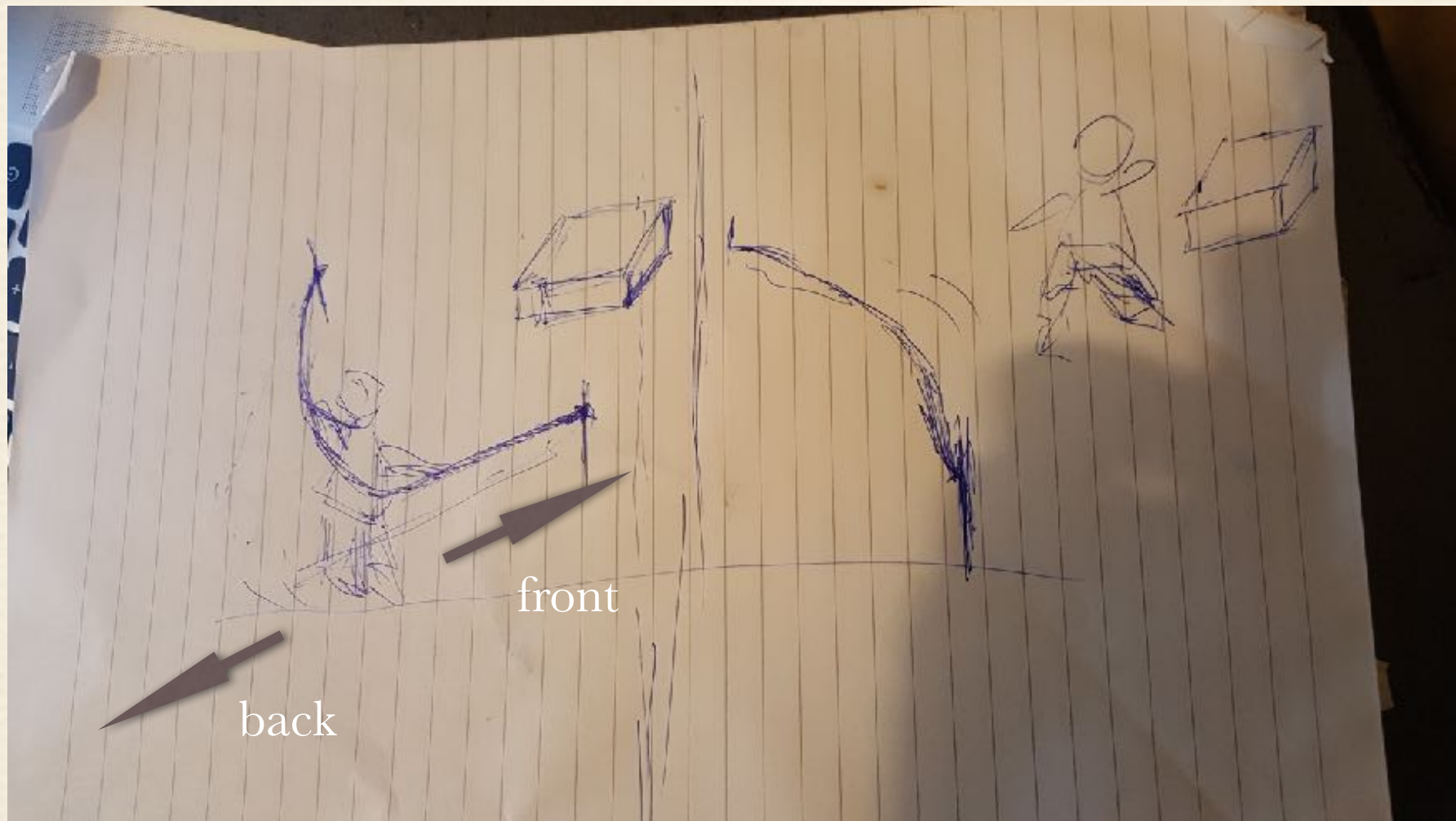
- ❖ Jump by elastic rope
- ❖ bullet time in the air
- ❖ control fly, shoot and hew enemy

Jump by elastic rope

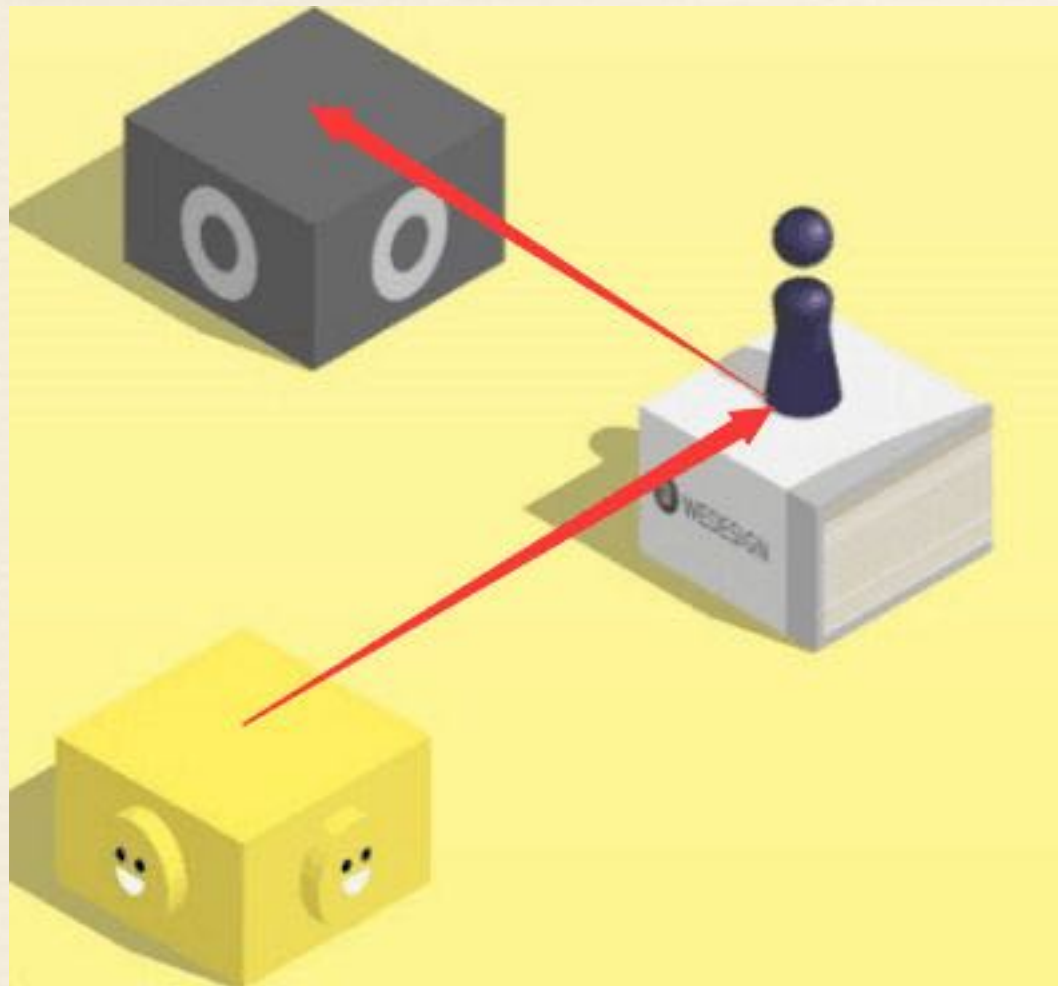


Jump rule

- ❖ user control elasticity by move back or move front
- ❖ how much is perfect depend on the distance between of the blocks



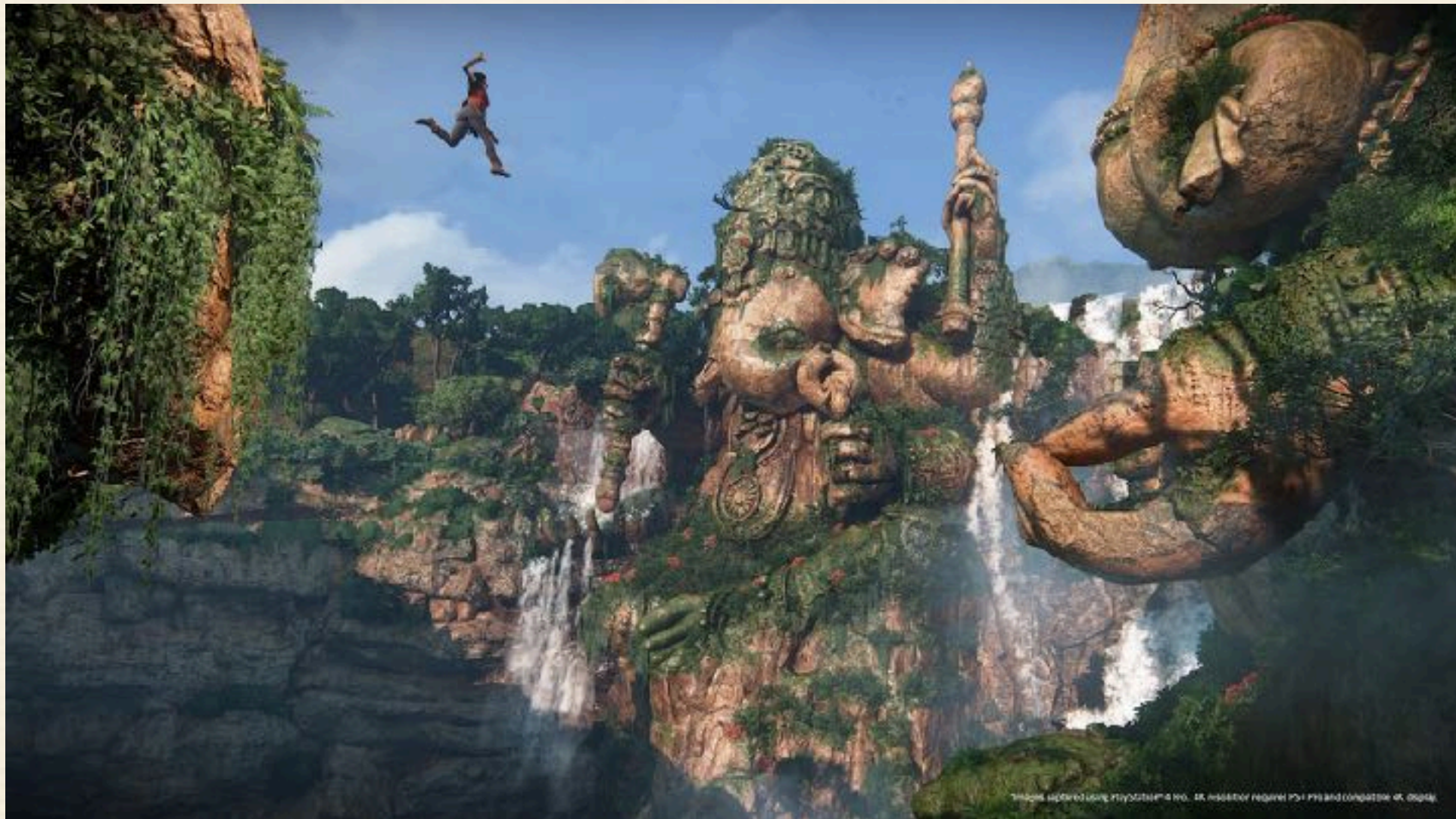
From one block to another block



- ❖ block drop down one by one, after user arrival to the block then next block drop down.

Fly and Control

- ❖ user can control the fly direction in the air



Something in the air

❖ something is good. something is bad.



Something is good

❖ across the circle got point or gift



Get plume turn to bullet time mode



shoot enemy

- ❖ shoot by bow or gun
- ❖ bullet time (user can easy to control and stay more time in the air)



use bow



use sword



The Story



Thank you for watch