Project Proposal: Longbow (VR Game)

Background

Use your archery skills to defend yourself from a rampaging monster and each killed monster, you will earn a certain gold or coins. From the award that you have such as gold or coins, you can buy and upgrade your weapon and arrows effect. You can choose a variety of weapons and equipment from the store, certain longbow has specific strength and attack damage to the monster. Each level, the monsters are getting stronger and you need to appropriately choose your weapon wisely to attack and destroy them.

Objectives

- Player: Be able to rotate around and shoot monsters accurately by using the longbow, there will be also a crosshair to help the player aim the target more accurately.
- Monster: Generate at different level, each monster level has its own strength and ability to attack the player. If the player gets hit by monster, player’s health will decrease based on monster strength.
- Environment: Creating a combatting scene between player and monster. This scene includes some towers (deducted health point if monster attack it, but not lose health point if player teleports and is standing at this tower) and main base in which player should protect themselves if they want to win the game. Environment is supposed to become complex and harder by each level (if time allows to construct many levels).
- Store: Such a marvelous utilities/equipment from Asset Store (built in Unity) and external source (http://devassets.com) that provide great weapons, background, and monsters in order to animate characters in this project.

Goal

- Understanding VR Game Object and be able to implement functionalities of Unity Tools
- Creating Longbow game which brings excitement and physical exercise to the player
- Longbow also tests the player skill on movements and paying attention to details of the game, the player is also able to develop their ability to find great strategies.
- Demonstrate the VR world and simulate it through 3D world where we can grab things in game using equipment such as our HTC Vive controllers.
Team members: Luat Pham, Chau Ngo, Criscello D LuzRoque, Pincong Deng.
Date: March 3rd 2019

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Timeframe

<table>
<thead>
<tr>
<th>Description of Work</th>
<th>Start and End Dates</th>
</tr>
</thead>
<tbody>
<tr>
<td>Player Criscello D LuzRoque, Pincong Deng</td>
<td>03/07/2019 – 04/25/2019</td>
</tr>
<tr>
<td>Monster Luat Pham, Chau Ngo</td>
<td>03/07/2019 – 04/25/2019</td>
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<tr>
<td>Environment Luat Pham, Chau Ngo</td>
<td>03/07/2019 – 04/25/2019</td>
</tr>
<tr>
<td>Store Luat Pham, Chau Ngo, Criscello D LuzRoque</td>
<td>03/07/2019 – 04/25/2019</td>
</tr>
</tbody>
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Assets

We mostly use the built assets on Unity Store System, where we can find all objects related to the project, and it also provides a SteamVR package which is the core of our project for keeping track between player and HTC Vive equipment, such as camera and controllers.

Team Member Contacts

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