Winner Winner Chicken Dinner

EE 267 VR project summary

Jiahui Wang

jiahuiw@stanford.edu

June 2019

1   Game Design

Our projects aims at designing an interactive VR game in Unity. This project is inspired by a hot online multiplayer battle royale (shooting) game called *PlayerUnknown's Battlegrounds* [1]. At the end of this game, the only winner (who survive last) will celebrate by firework and a roasted chicken.

It is really hard to survive as the 1 out of 100 as a beginner. We feel that it would be interesting if we could make the chicken dinner as a user interactive process where winner can get involve in the chicken cooking and viewing in a more interactive way.

Here is my thoughts on designing the game. The game will start from a first-person view in a field. There will be many components in the map including: chickens, mushrooms, kitchen components (pots, bowl), fires, branches and treasures. User can control the movement of the character and search around the map. When the character found the corresponding components, for example a chicken, the character can have collision with the components. The components will disappear after collision and the collection count will add 1. After all items in the map are collected (or you can set a threshold on the interface), you will win the game. After winning, a winning message will appear on the screen and a chicken meal will display on the screen!

2   Implementations

To see how we should start, we searched for some materials on VR cooking games. First, there is an article [2] talking about how to build a cooperative multiplayer VR cooking game.

In our game design, we use keyboard control to realize the control of the character, which has been introduced in many Unity applications [3]. Also, we incorporate with the given IMU reading code to control input the data from the headset. In the game, you can rotate your head to observe the surrounding environment to decide which direction you would like to go. After that, you can choose one direction to go and use keyboard to control your movement.
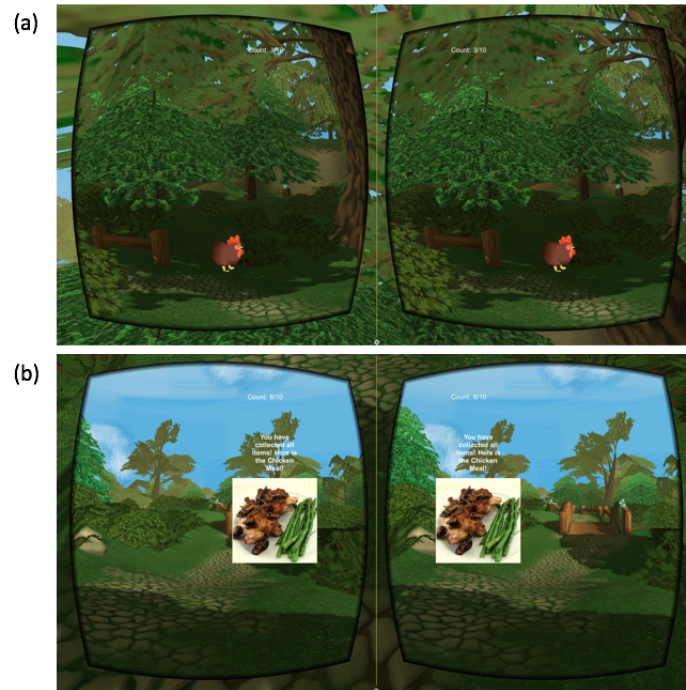
Figure 1: The demo of our game. The searching screen; (b) The winning screen and message.

References

[1] Wikipedia contributors, "Playerunknown's battlegrounds — Wikipedia, the free encyclopedia," 2019. [Online]. Available: https://en.wikipedia.org/w/index.php?title=PlayerUnknown%27s_Battlegrounds&oldid=895257560

[2] Tang, D. Y., Tran, J. N., Briggs, S. R., "Ben-tomo! A Cooperative VR Cooking Game," 2018. [Online]. Available: https://digitalcommons.wpi.edu/mqp-all/6599

[3] "Unity 3d game engine." [Online]. Available: https://unity3d.com/