Bounce It!
VR Game
A VR game that is based on:
- BBTAN by 111%
- Hurl VR
- Let’s Bounce

Player’s goal: Hit all the colored cubes on the level by throwing balls at them

The more balls the user used the less score the user will get
Running platform: PC

Equipment required:
- HTC Vive headset
- HTC Vive trackers
- Manus-VR gloves

Developed using Unity 2017.4.8f1
SCENES

Main Menu & Play scenes
Pull down a lever to enter the level above
Cubes – 20
Gravity – X
Moving Cubes – X
Difficulty Factor – 0.7
Cubes – 36
Gravity – X
Moving Cubes – X
Difficulty Factor – 0.7
Level 3

Cubes – 18
Gravity – V
Moving Cubes – X
Difficulty Factor – 1
Cubes – 14
Gravity – X
Moving Cubes – V
Difficulty Factor – 0.7

Level 4
Cubes – 10
Gravity – V
Moving Cubes – V
Difficulty Factor – 1
SCORING SYSTEM

- Received balls ≤ $d_{\text{factor}} \cdot \#\text{cubes}$

- Received balls ≤ $d_{\text{factor}} \cdot \#\text{cubes} \cdot 1.5$

- Received balls ≥ $d_{\text{factor}} \cdot \#\text{cubes} \cdot 1.5$

While $d_{\text{factor}}$ stands for difficulty factor – 0.7 for easy and 1 for hard
Acquiring Balls
Bouncing a Ball
Click here!
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Special thanks to all the people who played and commented
THANKS!

Any questions?