

Technion
Computer Science Faculty
Final Project



General Introduction

Nice to Meet



Lev Pechersky



Mor Eliyahu

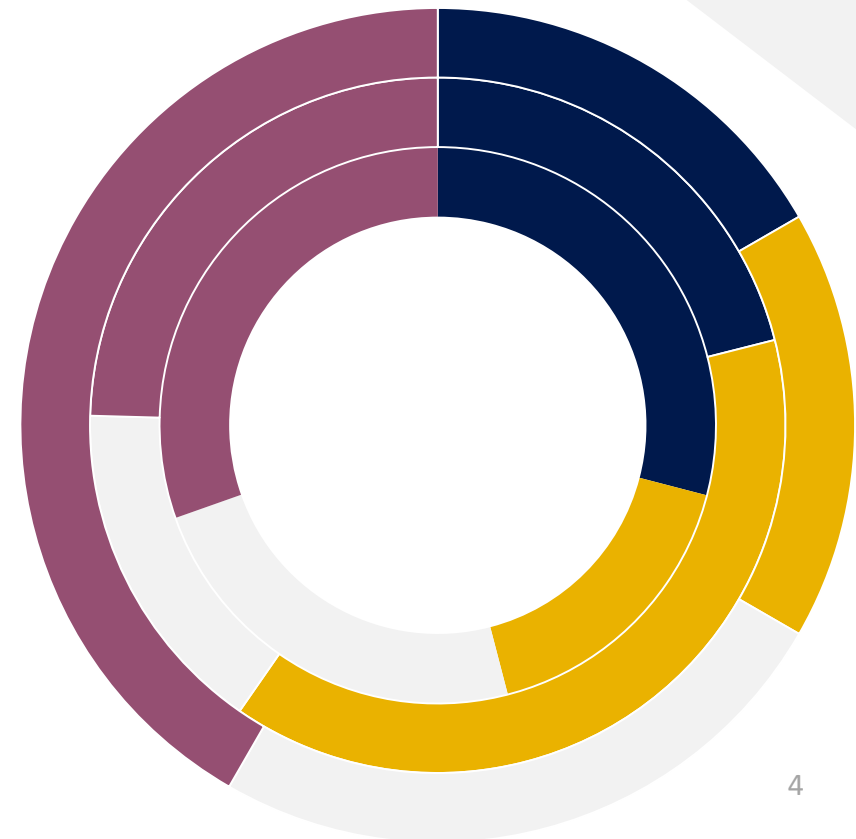


Batel Carmona

Overview

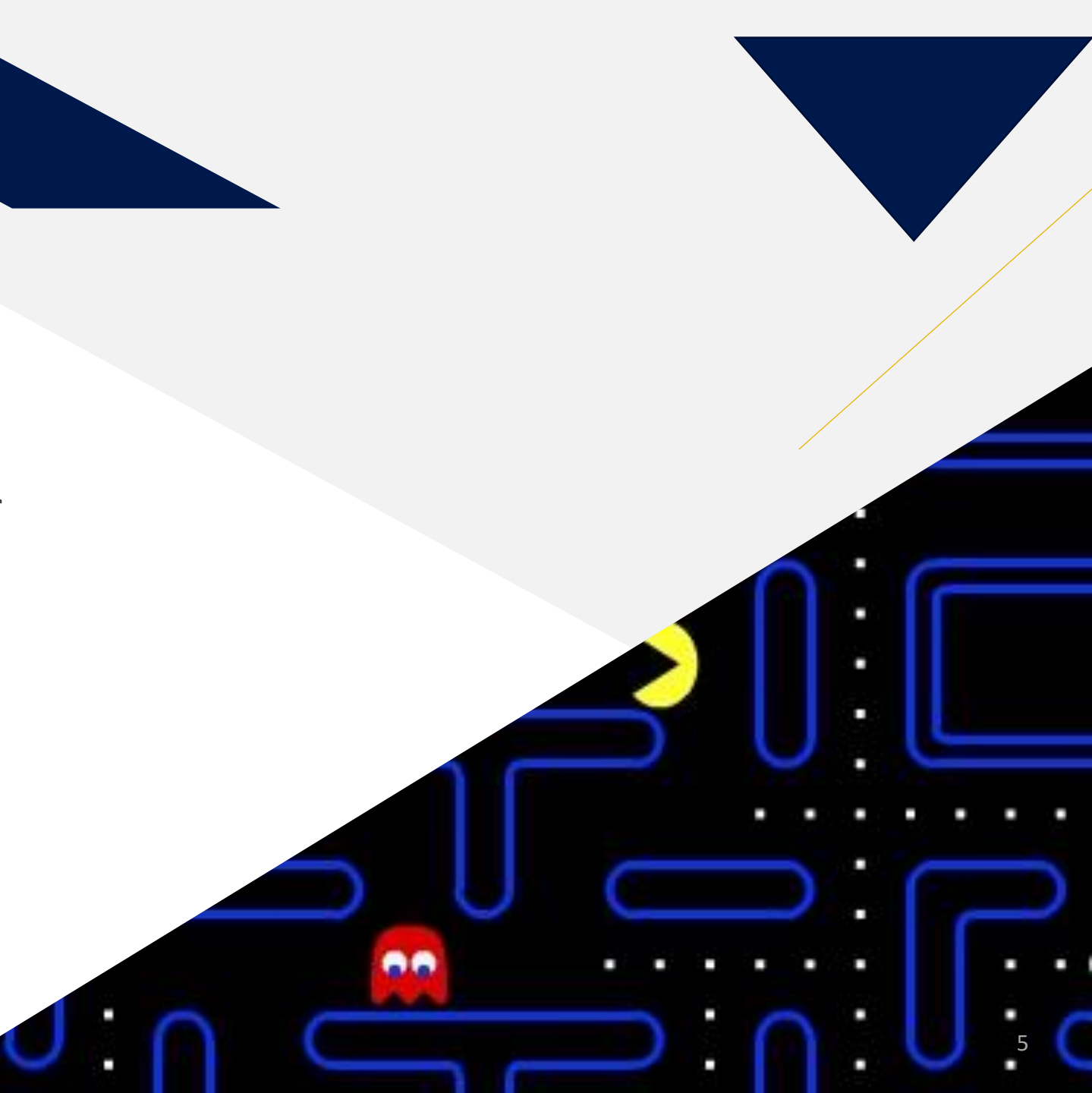
Pacman of thrones is a VR game gives the user the classic gaming experience, using virtual reality and game of throne motifs.

In our game the user is Pacman, he is the one who controls the game and movement like the classic Pacman game, but of course we added a few additions of our own, now the user can jump and even kill the ghosts.



Main Goals

- Providing a full 3D VR experience for a classic game we all love.
- Exploring user interface gestures for VR games.
- Experiment with different approaches of player's movement and control.



Main Components - Player

- Represented by the camera.
- Control the game by controller gestures.
- Moves according to camera look direction.



Main Components - Menu

- Start a new game.
- Pause the game.
- The menu will activated with the controller.



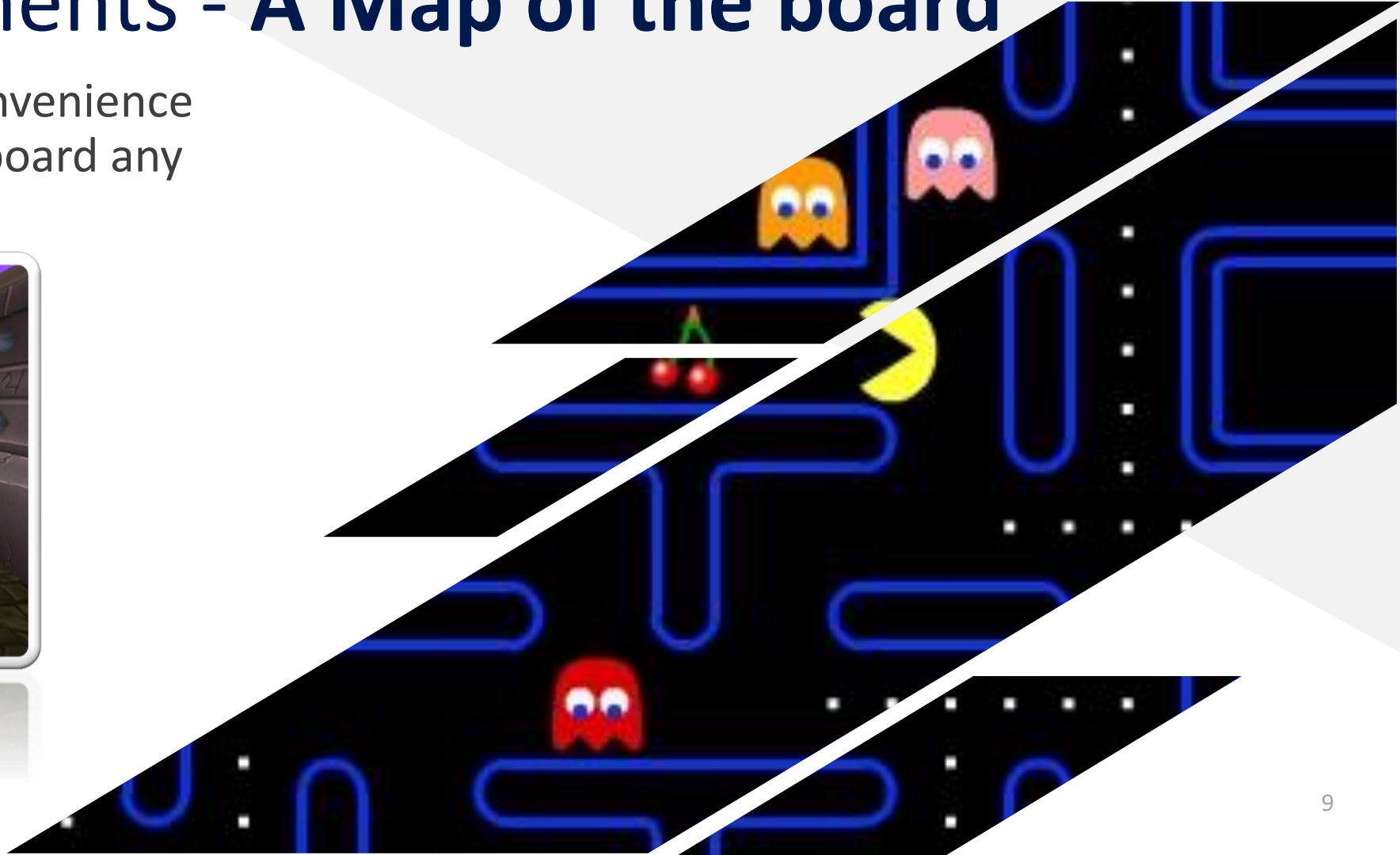
Main Components - The maze

- The board game.
- Including several 3D elements: balls, ghosts, visual effects and ex.



Main Components - A Map of the board

- This is for the player convenience in order to see the full board any time





Technical Introduction

System & Technology

- Headset HTC VIVE
- Controllers HTC VIVE



Development Environment

Required applications:

- Unity
- Microsoft Visual Studio
- wix

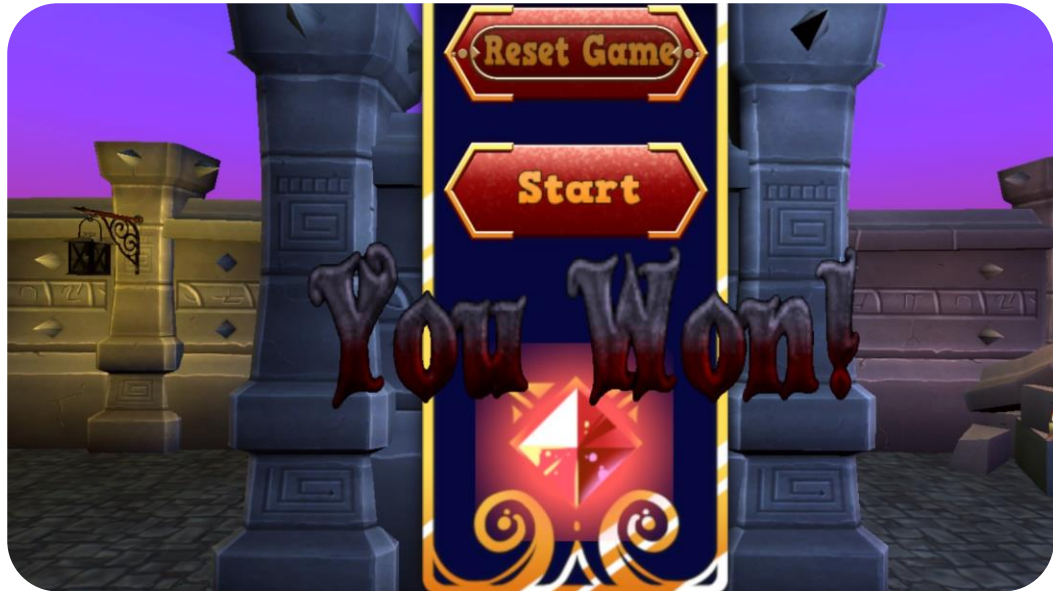




Our Project









Thank You