



DANCING CARPET VR PROJECT



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Overview

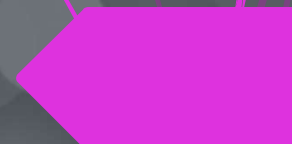
- ▶ As part of our B. Sc. in Computers Science, we developed a VR game that based on the nostalgic Dancing Carpet game.
- ▶ Our application simulates the basic goals of the game but with a complete different user experience. In our game, the virtual carpet is part of the virtual floor and the user can see the lights turn on when he moves in different directions.
- ▶ It was the first time for all of us in developing a VR game, we have learned a lot and created a unique game.

System & Technologies

- ▶ We created a game that runs on computer and played with VR gear, targeted specifically for the HTC Vive.
- ▶ Equipment required
 - ▶ HTC-Vive Headset
 - ▶ 2 HTC-Vive trackers



LET'S DANCE!



The game

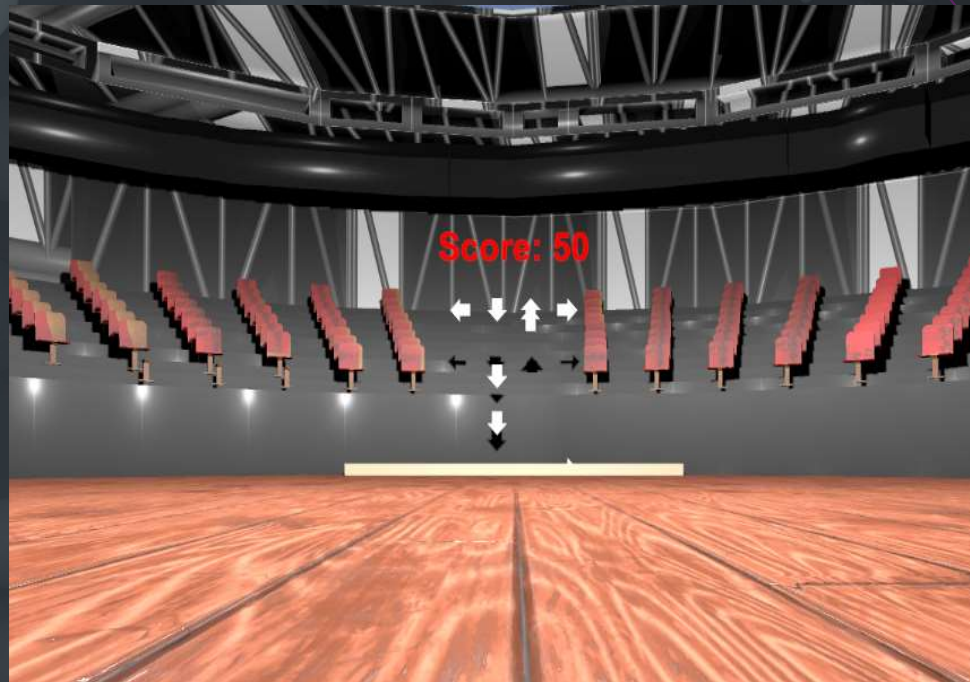
- ▶ The game has a unique menu controlled only by the trackers that are located on the players legs, no need in extra equipment !
- ▶ There are 3 different scenes that you can choose from to create your personal and ultimate game experience.
- ▶ There are 5 different difficulty stages so you can start in the easy one and become a master!
- ▶ The different stages are followed by a matching music.

The menu



The main goal

- ▶ The main goal of the game is to make as many points as possible, the player can gain points by taking the right steps on time according to the arrow board in front of him.



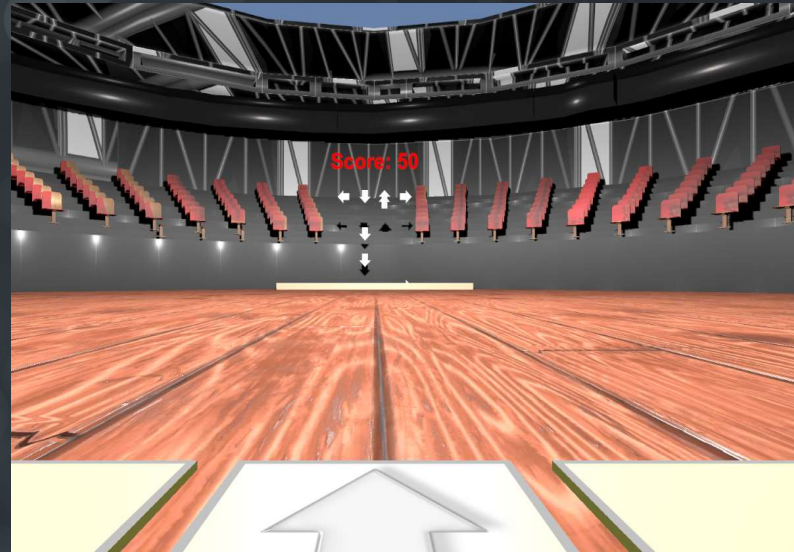
The scenes

► The dancing club



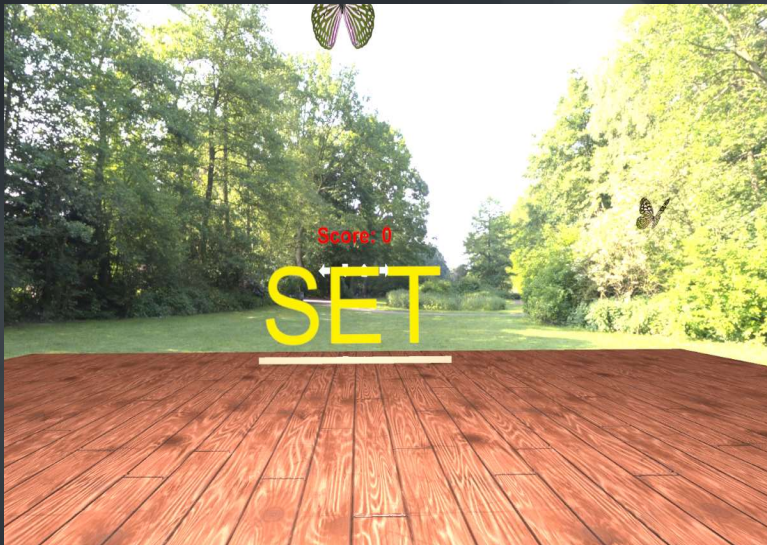
The scenes

► The Arena



The scenes

► Outdoor





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