Drum Legends – A VR Game

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Agenda

- Introduction
- Technologies and Platforms
- Equipment
- Scenes Overview
- Songs
Drum Legends is a virtual reality drummer game.

To play the bass we constructed a DIY bass pedal which anyone can construct at home using basic materials and a Bluetooth mouse as the actual controller. Everything is affordable and easy to acquire.

In the game you can play your favorite songs in front of your fans and have a lot of fun.
Our VR game was developed using Unity for the headset Meta Quest 2 using the XR plug-in framework and XR Interaction Toolkit.

The code was written in C# and edited using Visual Studio Code.

Also, to create interactive songs in the we developed a Python script using PyCharm.
Equipment

The Meta Quest 2 as the Virtual Reality headset

DIY bass pedal which uses a Bluetooth mouse as the electronics making the pedal completely wireless.
Scenes Overview

Main menu

Start

Options
Scenes Overview

Tutorial

Level

Finish Scene
Songs
Level File

- The levels in the game are created using a human-readable XML file with the extension ".level".

- In the main menu scene, all ".level" files are found in the song's directory and are parsed to create the song selection menu using the metadata.

- Once a player chooses a song to play, the file is parsed.
Songs

Creating the level

• For creating a level we developed a Python script which takes textual tab representations of a song.

• To test the resulting level the 2D scene was developed which plays the song.
Thank You