PicaSso VR
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OVERVIEW

• VR drawing game
• The player can draw using right & left controllers
• The player can edit their drawings
  • Move
  • Resize
  • Delete all selected
  • Clear all
• Drawings stay put when walking and looking around
• No special goal – just having fun!
System & Technologies

• Developed on Unity 2018.2.3f1 using VRTK features
• Runs on every standard computer (preferably a desktop)
• Uses HTC Vive equipment:
  Headset
  Controllers (right & left)
THE GAME

• Start mode
  • The player can choose to either read how to play, or start drawing

• Menu
  • At any point, the player can click on the ‘Menu Button’ and choose
    - Clear all drawings
    - How to play
    - Quit

• Draw
  • The player can draw freely in both hands using the ‘Touchpad Button’
  • The player can walk and look around, and their drawings stay put
THE GAME

• Edit
  • The player can select a drawing by initiating a laser ray using the ‘Trigger Button’
  • Long press and hold to move the drawing
  • Press on the ‘Touchpad Button’ to resize the drawing
  • In order to delete the drawing, press on the ‘Menu Button’ and select ‘Delete’
  • No drawing while editing
DRAW