# PUNCH BALL – VR GAME

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# INTRODUCTION

We developed a workout VR game. The game includes a tutorial stage, meant to teach the game. A training option with no timing for practice option. And finally a stage where you can play for 1 minute trying to achieve the highest score you can.

the game presents the player with a stream of approaching balls from different spots. The player uses VR controllers to hit the balls from different angles or the head to head-butt the ball.

Each ball is colored pink, green or blue to indicate how you will need to hit the ball: left hand (green), right hand (pink) or head (blue).



the green and the pink balls also have circles next to them, the player need to hit the balls from the circles direction.
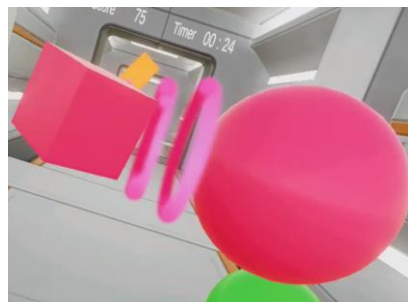


The last object in the game is the blocks, The player will need to avoid them with the hands as well as the head.

# SYSTEM

We created a platform that runs on computer and played with any VR gear, but the main target was the new oculus quest gear.

The application was developed using Unity 2019.1.14 (64-bit) game engine.

Equipment required

1. VR Headset
2. And both controllers





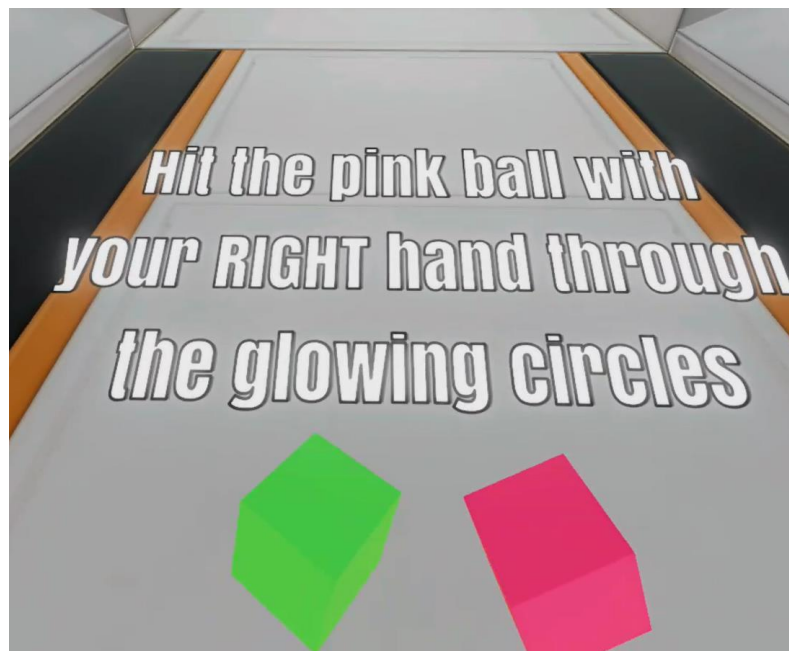To compile the game to oculus quest see additional documentation.

Some relevant links:

https://unity.com/

https://www.oculus.com/

https://developer.oculus.com/

# GAME PLAY

The game play includes few different views:

## MENU



The menu includes 3 panels. About the game, mode selection and score table.
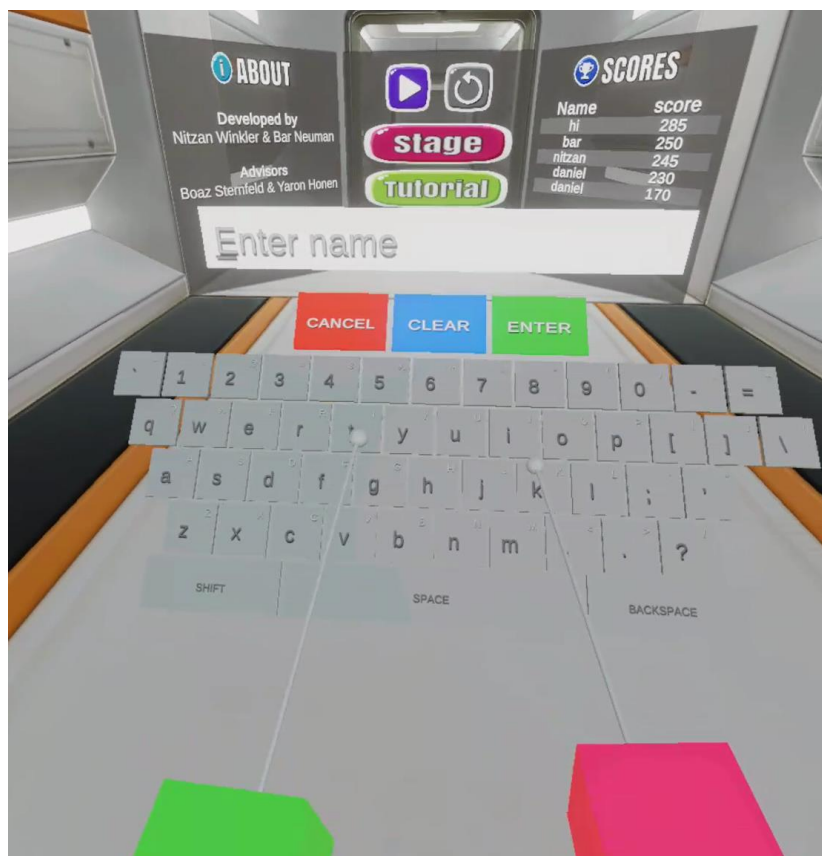
## TUTORIAL MODE



Contains instruction on how to play. The tutorial always has the same objects in the same order with written explanation in the bottom of the screen.

A one minute stage with all types of balls and blocks .



the 5 highest scores will be shown in the score table on the main screen. And you will be able to add you name at the end of the stage mode if you achieved a high enough score.