# Robot Game

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VR2

Agenda

- GOALS AND OBJECTIVES
- Vision (Environment)
- Vision (Models)
- Interface
- Player
- Animation
- Sound
- Interactivity
- Effects

GOALS AND OBJECTIVES

- Create a Robot game.
- Use a multiple user Networking tacknique.
- Used multi-user virtual environments (NetVE) which have:
  - Common state and space
  - Common presence
  - Common time
  - Communication-Avatar
  - Interaction with others and with the environment.

Vision (Environment)
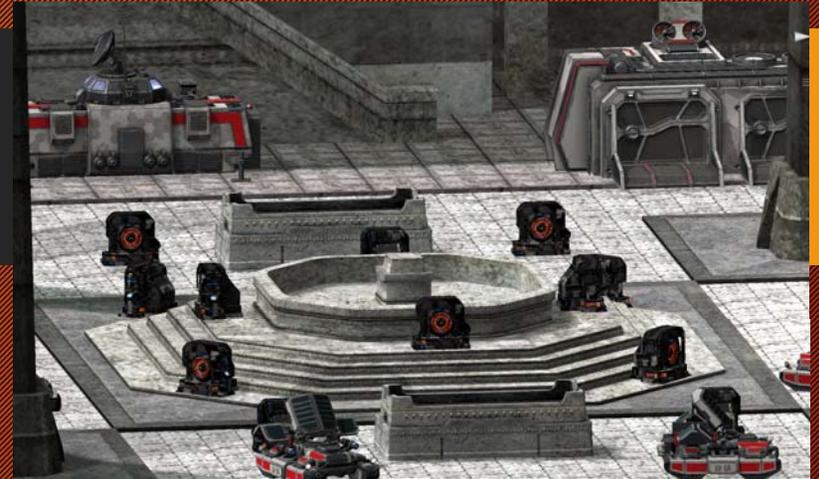
Vision (models):

- Player
- 2 vehicle
- 1 turret
- 3 structures
- Laser_tower
- Health Kit

Interface

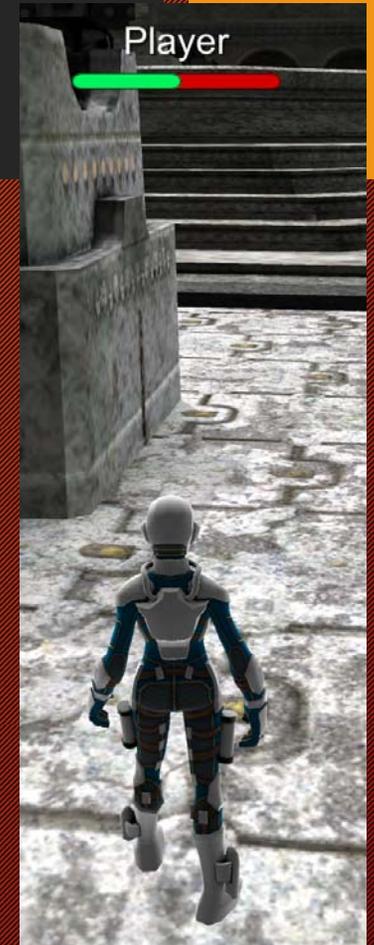Enter your Name...

Play

Input :

- **Player Name Field**
- **Quit Room Button**
- **Quit Application Button**

Output :

- **Indicator Health**
- **Instructions.**

Quit Application   Quit Room

Right Arrow : Right
Left Arrow: Left
Up Arrow : Forward
Space : Jump
Left Ctrl : Fire

Player

Quit Application   Quit Room

Right Arrow : Right
Left Arrow: Left
Up Arrow : Forward
Space : Jump
Left Ctrl : Fire

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Health

- Has an indicator of health
- Decreases if leaser beame hit the player.
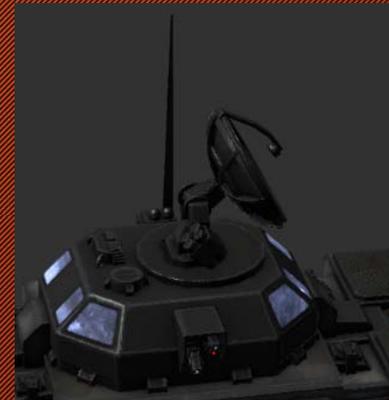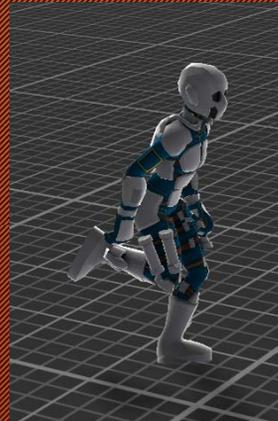- Increases if the player hit the health kit.

Player

- Third Person Controller.
- It's a Robot.
- No guns, just a laser beam emits from the player's eyes
- His eyes are a weapon.

Animation

- players
  - idle, Run , Jump , attack ..etc
- Doors :
  - Open, Close
- Fans : (*)
  - turn on/Off
- Health Kit: (*)
  - move around

Laser_tower (*)
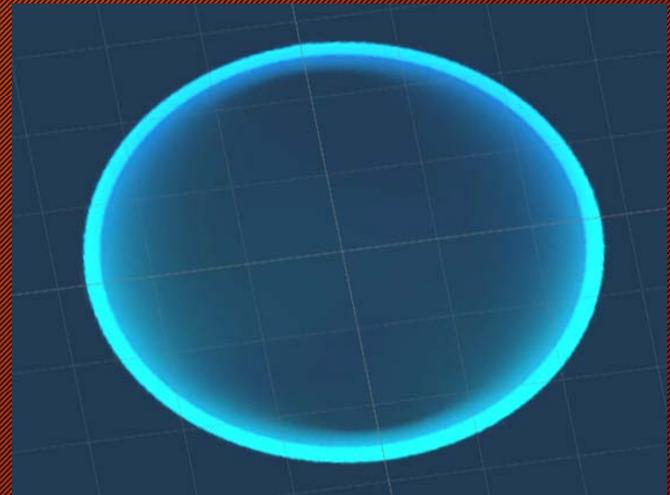   Up , down , turn left , turn right

 * Play Automaticlly

Sound

- Laser sound
- Attack sound
- Open door sound
- Close door sound
- Ambient_music sound
- Hit health kit sound
- Laser tower sound (up , down ,left , right)

Interactivity

- I used several triggered events in the environment, for example:
  - Hitting the player to lose some health.
  - Open/ close the door.
  - Getting some health by chatch the health kit
  - Laser tower goes up/down (autoplay)

Effects

- Muzzle Flash
- Unit_Selection

Demo