Tribocalypse VR Arcade Build

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The Goal

Addition of local multiplayer and a creation of a version of Tribocalypse VR suitable for VR arcades.

Description

Tribocalypse VR is a wave-based single player shooter game on the HTC Vive platform. The aim of this project is to make a version of the game with max 4 player co-op local multiplayer and a fast-paced design suitable for VR arcades (eg Futurum). The game is built with the Unity game engine for a single player experience. We recommend using either Unity networking (UNET) or Photon Bolt (which we supply) for the local multiplayer. The game also needs a redesign in order to support fast-paced gameplay and mechanics learning (a better tutorial and menus suitable for the arcade). Furthermore a creation or a redesign of one or more game levels is required in the final arcade version. The exact details of the scope will be discussed with the team in all regards.

Target Audience

The target audience of the build are VR arcades (to whom we licence the game) and their visitors (who will actually play the game). The players expect to be able to play with their friends in the arcade on multiple HTC Vive platforms. They also expect to be able to start the action in the game as soon as possible – as not to waste precious arcade time on navigating the menus or learning the mechanics.

Working Environment

Work on the project can be done in the CGVR Lab if access to an HTC Vive is required.