VR Climate Change Awareness
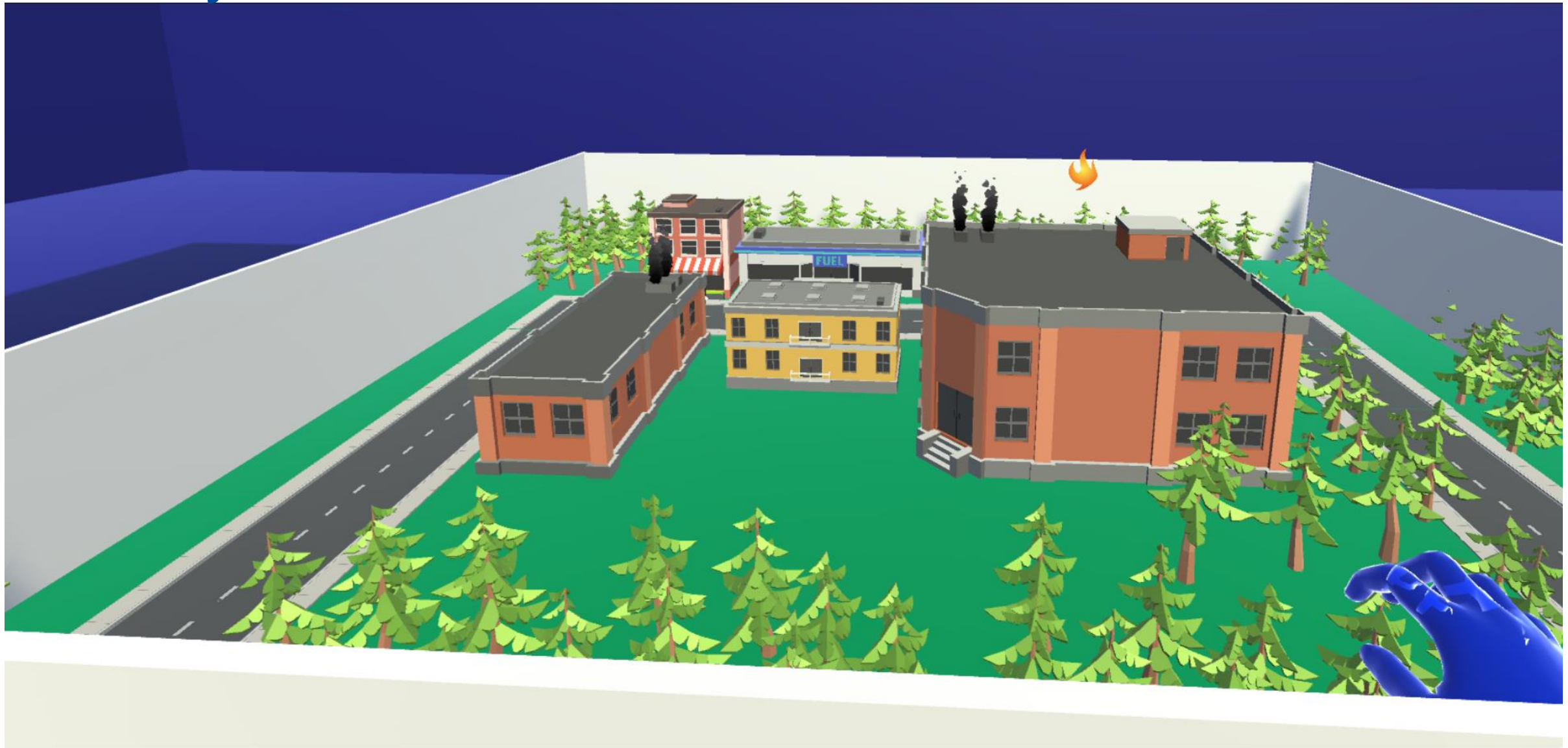
Human activities that contribute to rate of climate change

Student: Chien Yong Qiang   Supervisor: Dr Shen Zhi Qi

Virtual Reality Game

Project Objectives:

A VR game to spread awareness and show how human activities contribute to climate change and global warming. by creating a VR game, allowing the player to make decisions that could affect either the human activities or the animals or even both. It also allows people to understand and be convinced that some human activity is contributing to climate change. Giving them advice in games to use our technological advantages and reduce the amount of contribution to climate change.

Gesture controls:

A feature that uses the oculus quest hand tracking systems, allowing users to control and interact with the surrounding hands free. Customs hand poses as interactions and controls. Along with calculations to do swiping gesture.

: to Grab Object   : to spawn Energy Bulding

: to Release Object   : to Spawn Wind mill

: to initate swipe   : to Spawn Food

AIs:

Simple AIs , such as human ,animals and cars to filled up the world and wander around. they interact with the with Emojis to tell the user about their demands and what is happening around the world they are living in.

Stages:

1. Replacing of buildings
2. Spawn buildings to replace
3. Survive until the end.