



Serious Virtual Reality Game

ArcadeVR

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Project Objectives:

The overall objective is to reduce mental stress by implementing a nostalgic physical arcade environment in VR. Players can socialise by chatting with friends through online multiplayer and play casual childhood arcade games in the comfort of their homes, especially during this pandemic. Three arcade machines implemented consist of basketball hoops, skeeball, and stacker. A ticketing system for prize redemption is created to add value to playing the games. These shirt prizes are achievements that can be used for showing off to their friends in multiplayer mode.

Software & Hardware:

Software	Purpose
Unity	Game engine
Blender	Asset modeling
Photopea	Asset texturing
Photon PUN	Multiplayer voice & movement
Hardware	
Oculus Quest 2, Oculus Rift S	

