VR Table Tennis Player

Immersive VR Table Tennis gaming experience

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Game Scene:

Project Objectives:

The purpose of this project is to create an immersive and engaging Table Tennis game, for people across varying experience levels and ages to play while making it simple for newcomers to grasp the fundamental rules of the game. The Virtual Reality (VR) technology allows playing sports without any sports equipment, all within a safe and managed setting. This opens up opportunities for various social necessities like rehabilitation. The project will consist of various configurable settings (i.e. difficulty, table height, racket type, racket position) to cater to individuals across varying experience levels and age groups.

Game Modes:

Match Mode: Play a match against a bot

Serving Mode: Practice serving techniques

Practice Mode: Practice with ball shooter machine

Powered by: Unity