

Hoop Shot

Nathan Price, Joseph Steiger, Rahul Reddy

Game Overview

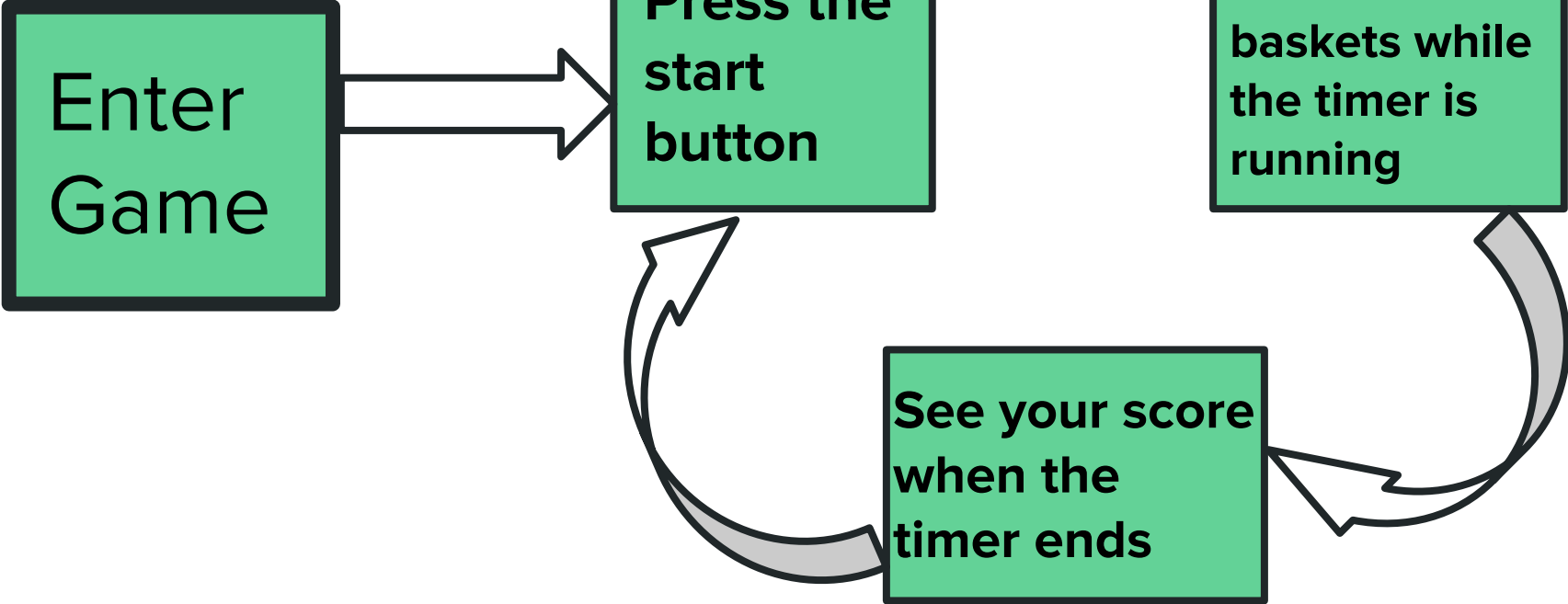
Hoop Shot is a multiplayer VR game that is an attempt to recreate the experience of playing at an arcade basketball cabinet.

This game is built for the Oculus Quest using the Unity Engine.

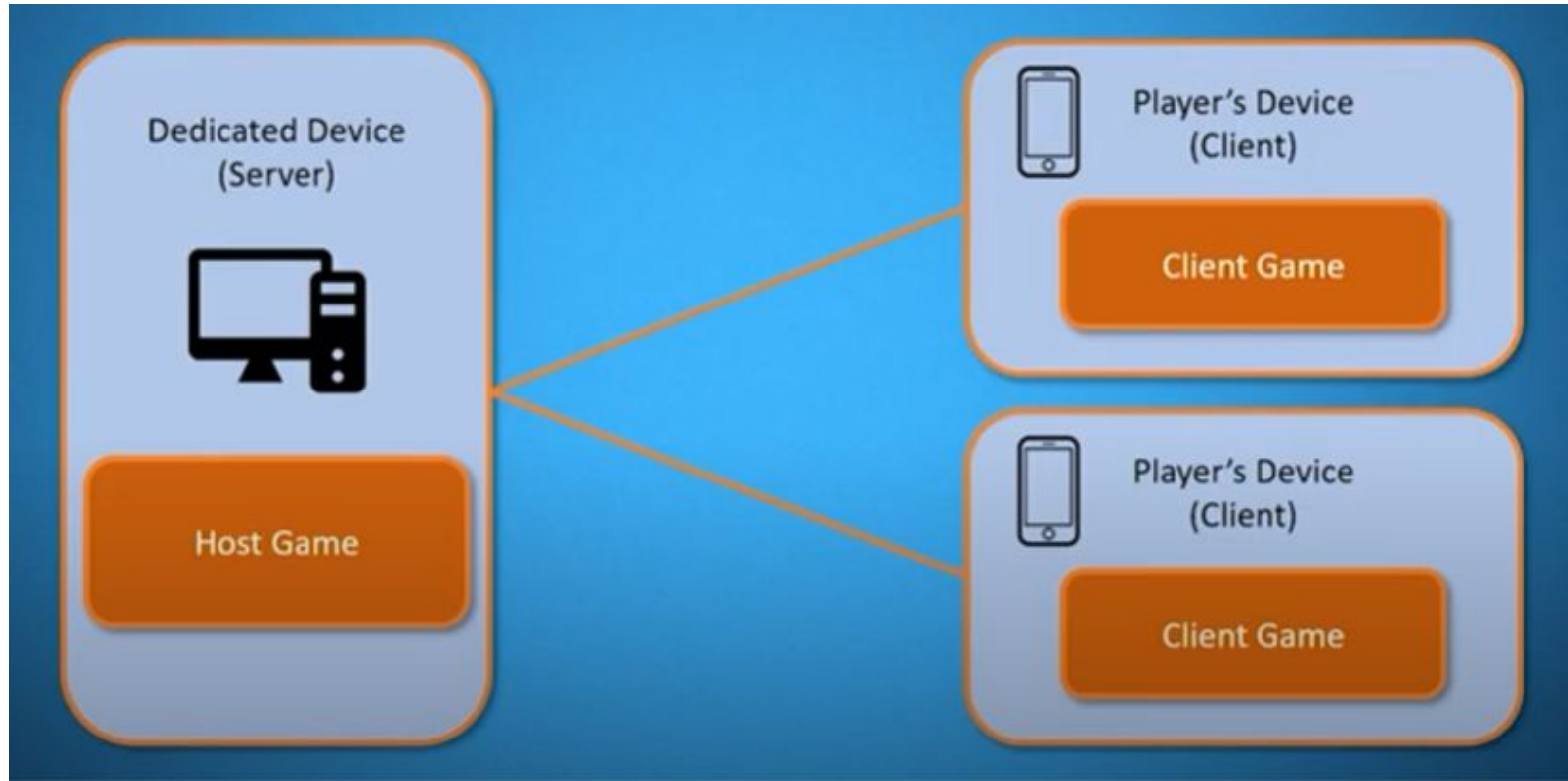
The players will use the Oculus Quest and two touch controllers to interact with the virtual world through the UI.

We are utilizing the Photon Engine to run our multiplayer to allow for at least two players to be able to play together.

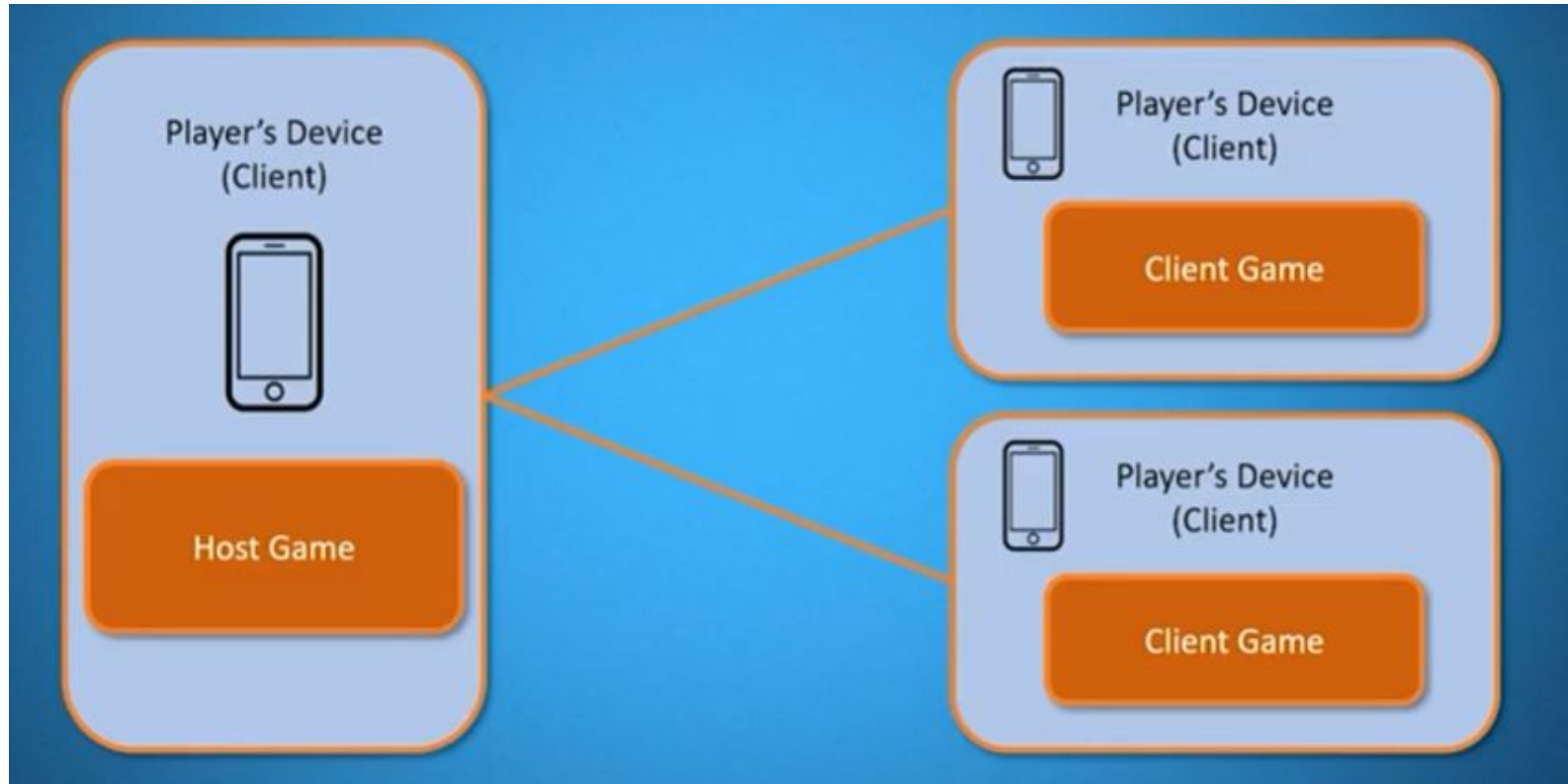
Game Flow



Multiplayer Architecture - Client-Server



Multiplayer Architecture - Peer-to-Peer



Multiplayer with Photon

Difficult due to no debug and tutorial not made for quest.

Added a scoreboard that shows number of players and their scores.
Player can see other's score in real time

Is compatible between quest 1 and quest 2.

Interactions

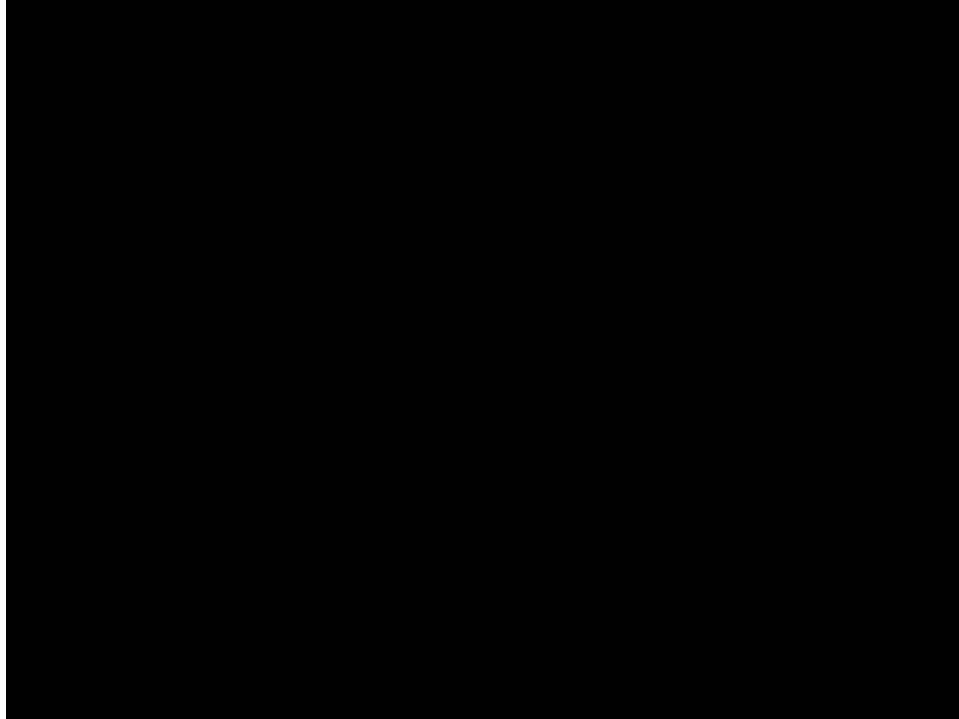
Player can pick up ball with left or right hand. Right hand is a ray interactor while left hand is a direct hand interactor.

Pressable button to go to and from multiplayer. Button on machine can be pressed to start game. Ball can be grabbed with either hand and allows fishing-reel control with right hand.

Ball can be thrown at hoop to score points while timer is going.

Left hand or ball can be used to interact with buttons.

Demo



Questions?