

# THE *LITTLE* ISLAND

Jiatong Yao

Nada Tade

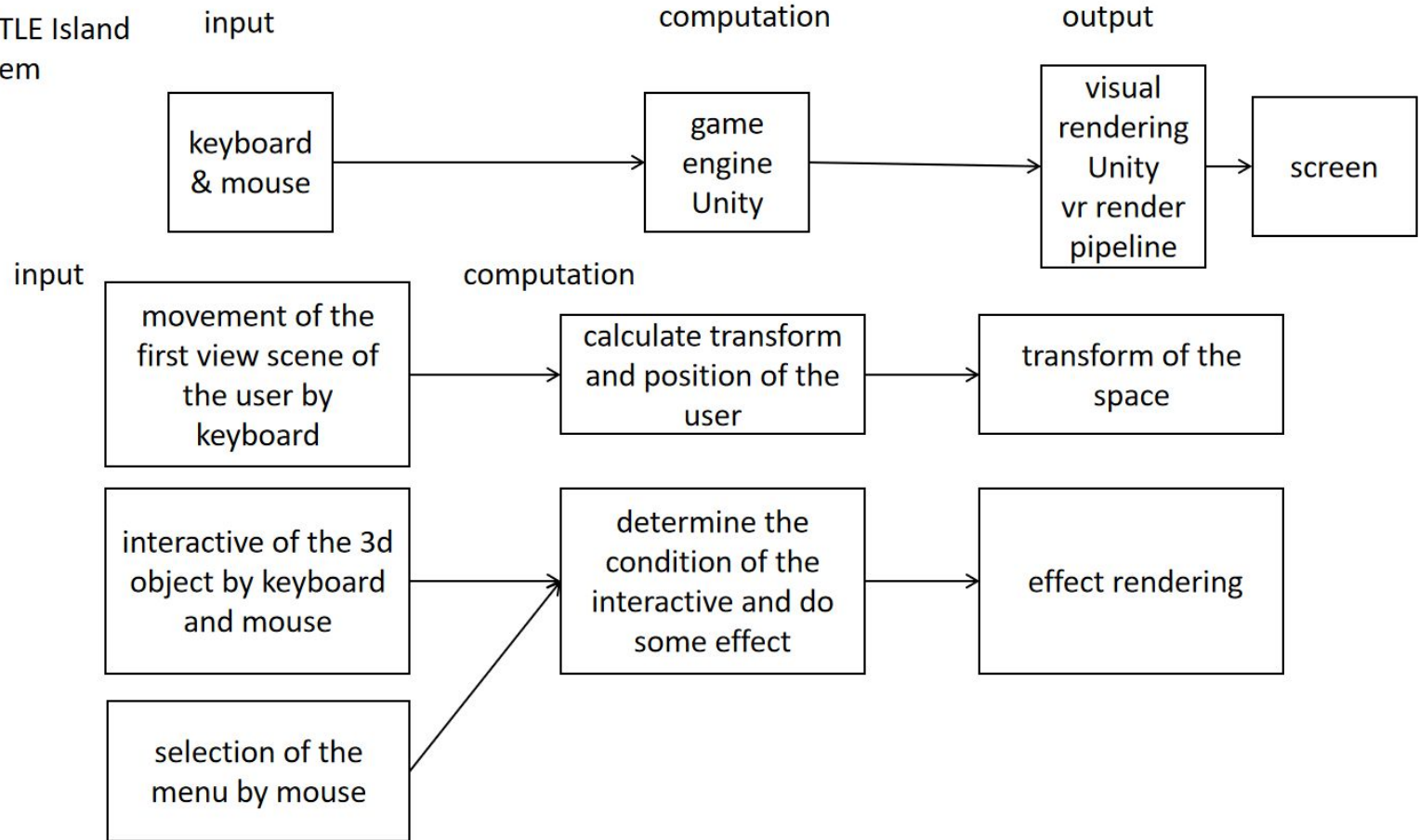
Nhu Le

# The Overview & Background

An application where the user is stuck on an island while continuing on with their day.

---

# The LITTLE Island VR System



# Initial Design & Mood Board

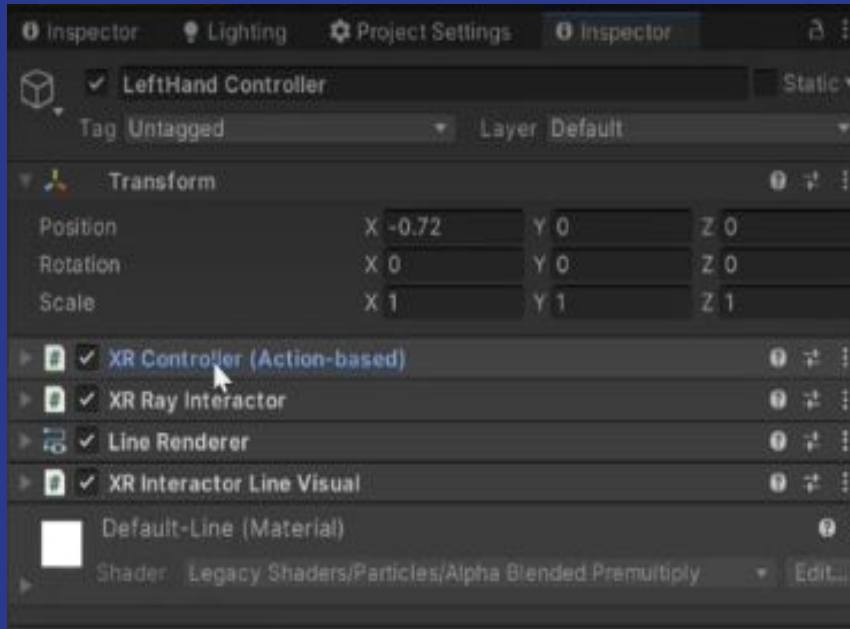


# Final Design



# Interacting with Objects

## Controllers



- Left and right hand can grab objects to interact.
- Line color indicates if an object is selected to be picked up; white = selected
- Hold and release objects using “0”, “9”



# Challenges Faced/Tasks to do

- Writing C# script for moving objects initially did not drop with gravity
- Objects passing through each other
- Configuring camera set up for a first person point of view
- Limiting user movement to only the island once game officially start
- Getting the selected grab item to be attached to the hand

