3D Greedy Snake

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Introduction

Why we build this project.

- Greedy snake is a famous game in 10 years ago

2D pixel greedy snake

Smartphone based

Background

- The whole project is based on the Unity, and all function design are based on the C# script

- This a VR project which is User can wear a VR handset to see the snake movement

How we achieve this project

- Build a 3D world first

- Achieve some functions such as movement, collision detect, count score...
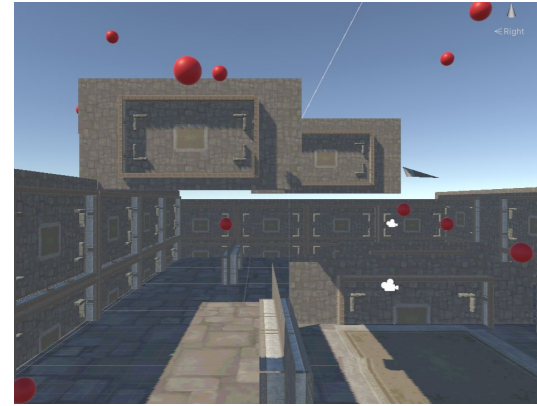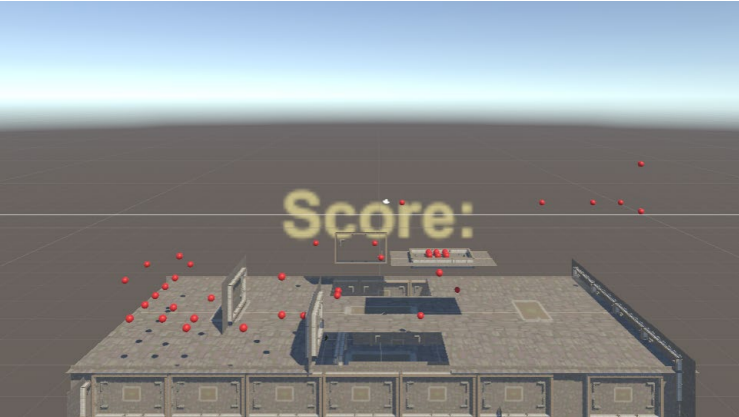
- Connect to VR device

Obstacles we meet

- VR integration with Unity

- VR controller as input to control snake movement

Project Demo
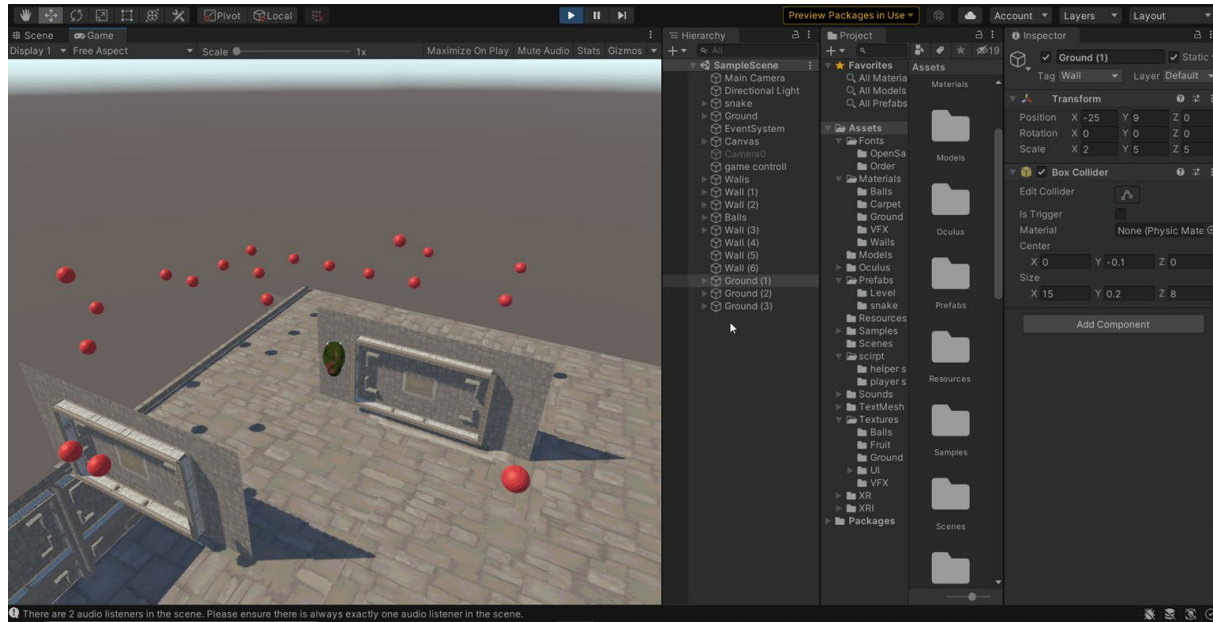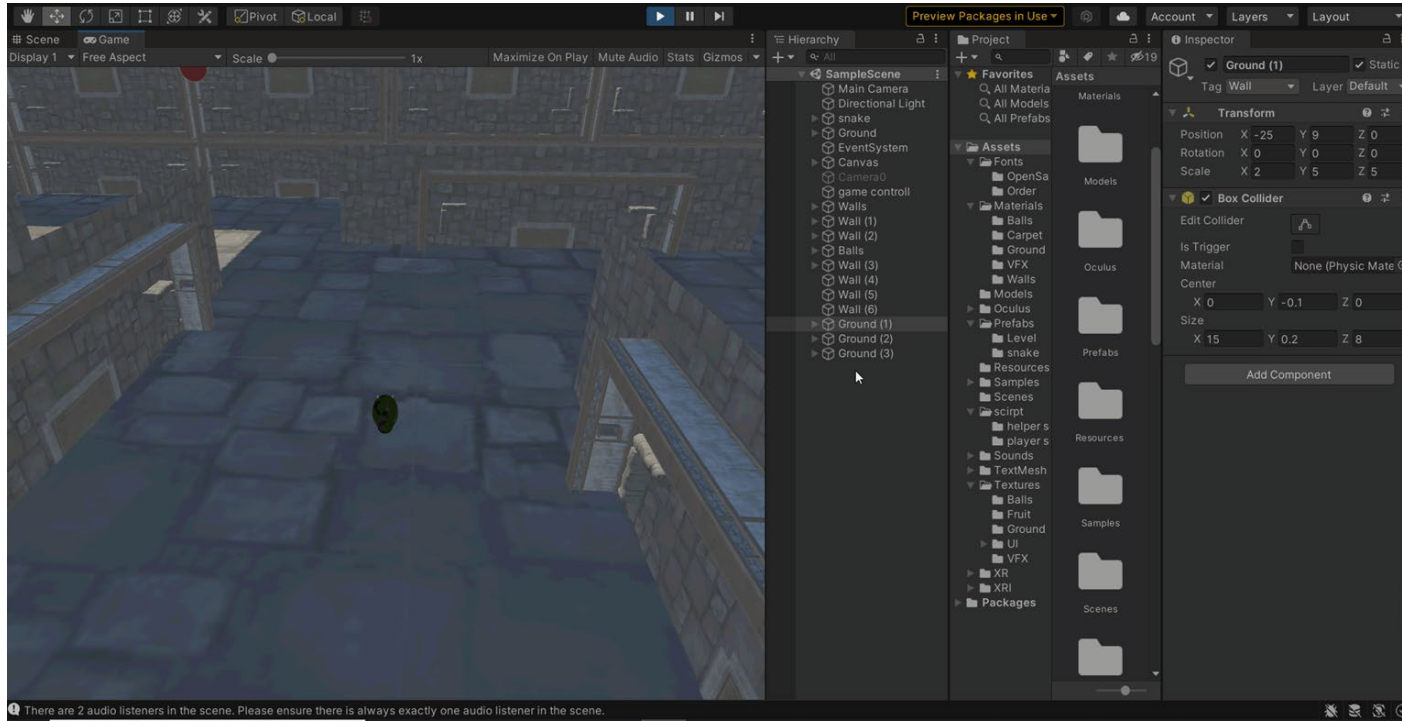
Scene

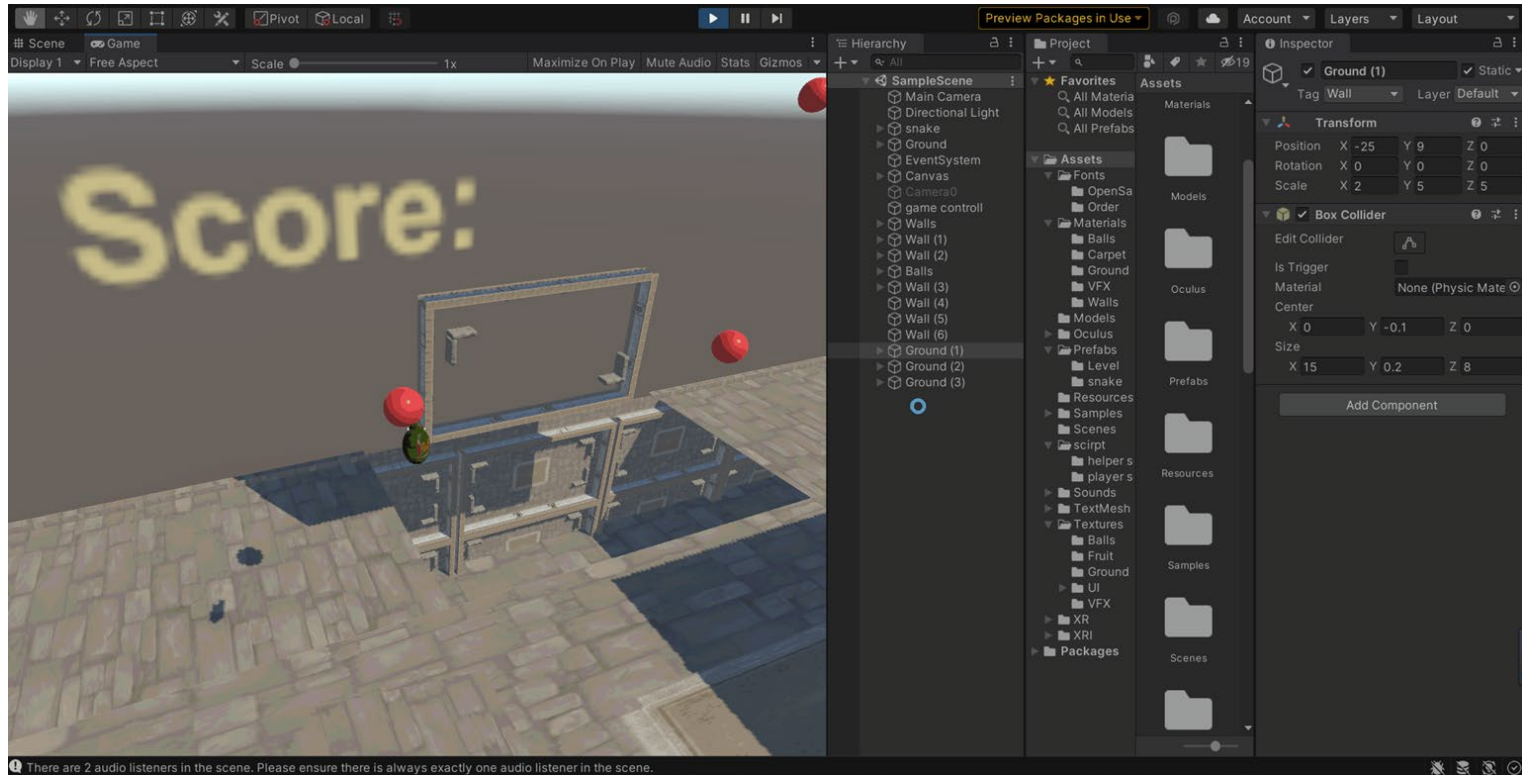- Includes some objects: WALL, BALL, GROUND..

Snake Body

Snake movement

Collision detect

Scoreboard

Demo Show

https://drive.google.com/file/d/1nI_ZftNxcNIpIbUJxmxTdXB9GMIBO8ZK/view

Thank you