MAZE

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LE EECS4700 Digital Media Project

User Interface For Role Playing Game in Virtual Environment

Flip Palm over to see inventory and status UI

Inventory appears in the form of a shelf. All items that player has collected will show here

Grab or collect game items by noramal grabing

Combine two items to make a new item by putting them together, and consume items by bringing it closer

Flip palm over to see Mini map to know the sourroudnings

MiniMap on the palm adjust its size and rotation automatically

All UI are hidden
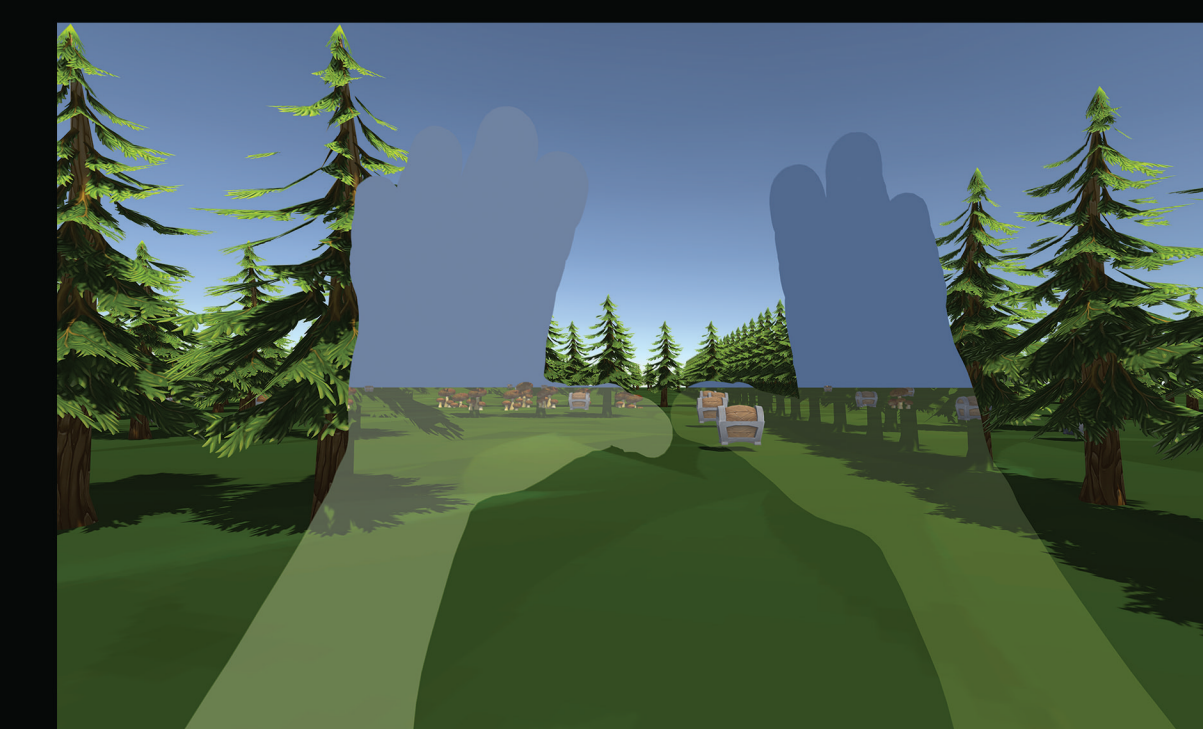
To switch weapon, player can access the weapon switch UI by placing right hand close to the edges of window.

AAbstract

The project uses Leap Motion and Oculus Rift to create a Virtual Reality Role Play Game (RPG) with user Interface (UI) that enables people to play with hands free from a controller, and not overwhelmed by game information. By implementing features such as mini-map, natural hand gesture control, intensified AI of the monster in the game, and a natural form of user Interface, It attempts to create an immersive environment in which people feel more comfortable to play RPG in a virtual environment

All pictures are taken from Maze Project