KAIJUKART VR
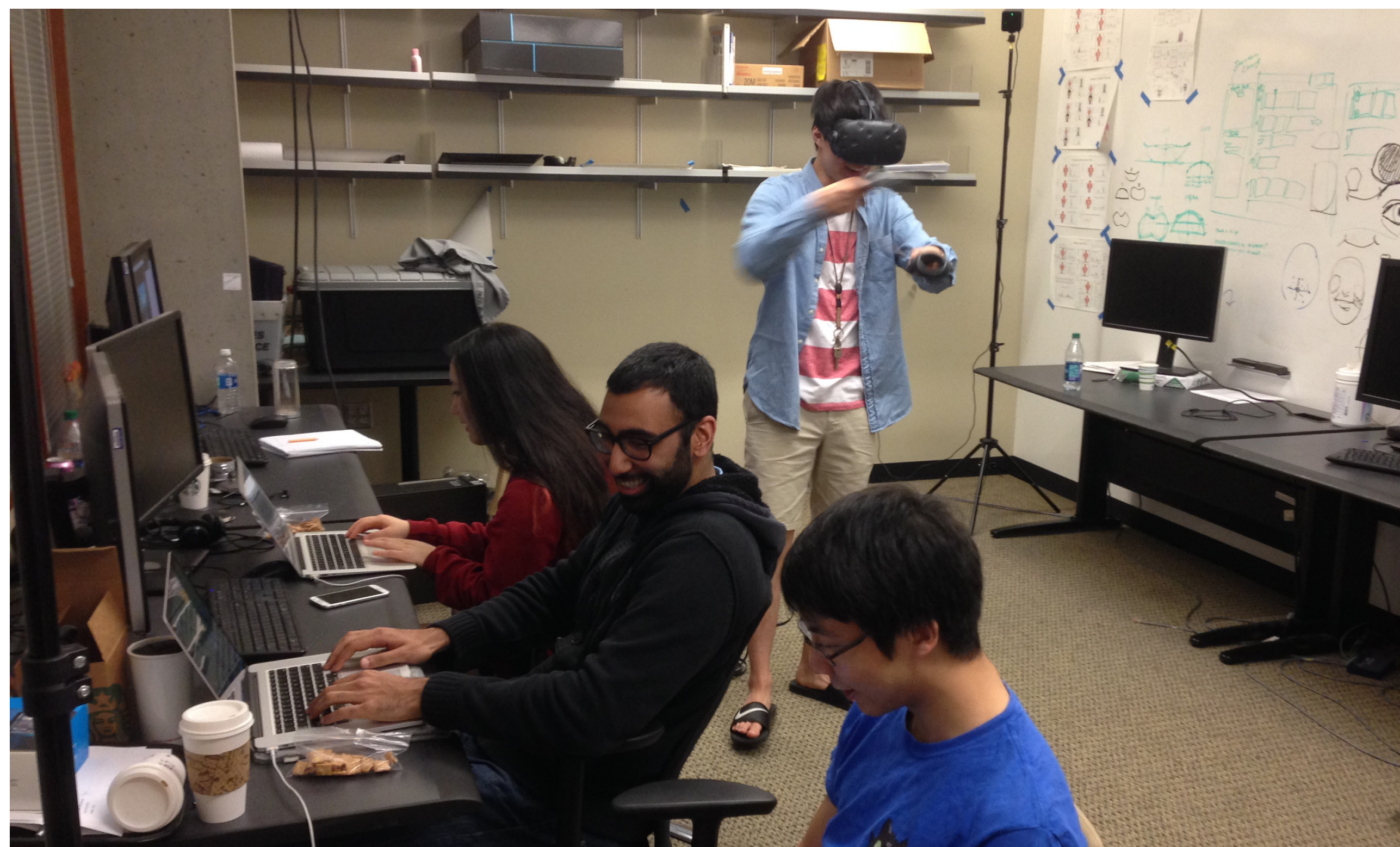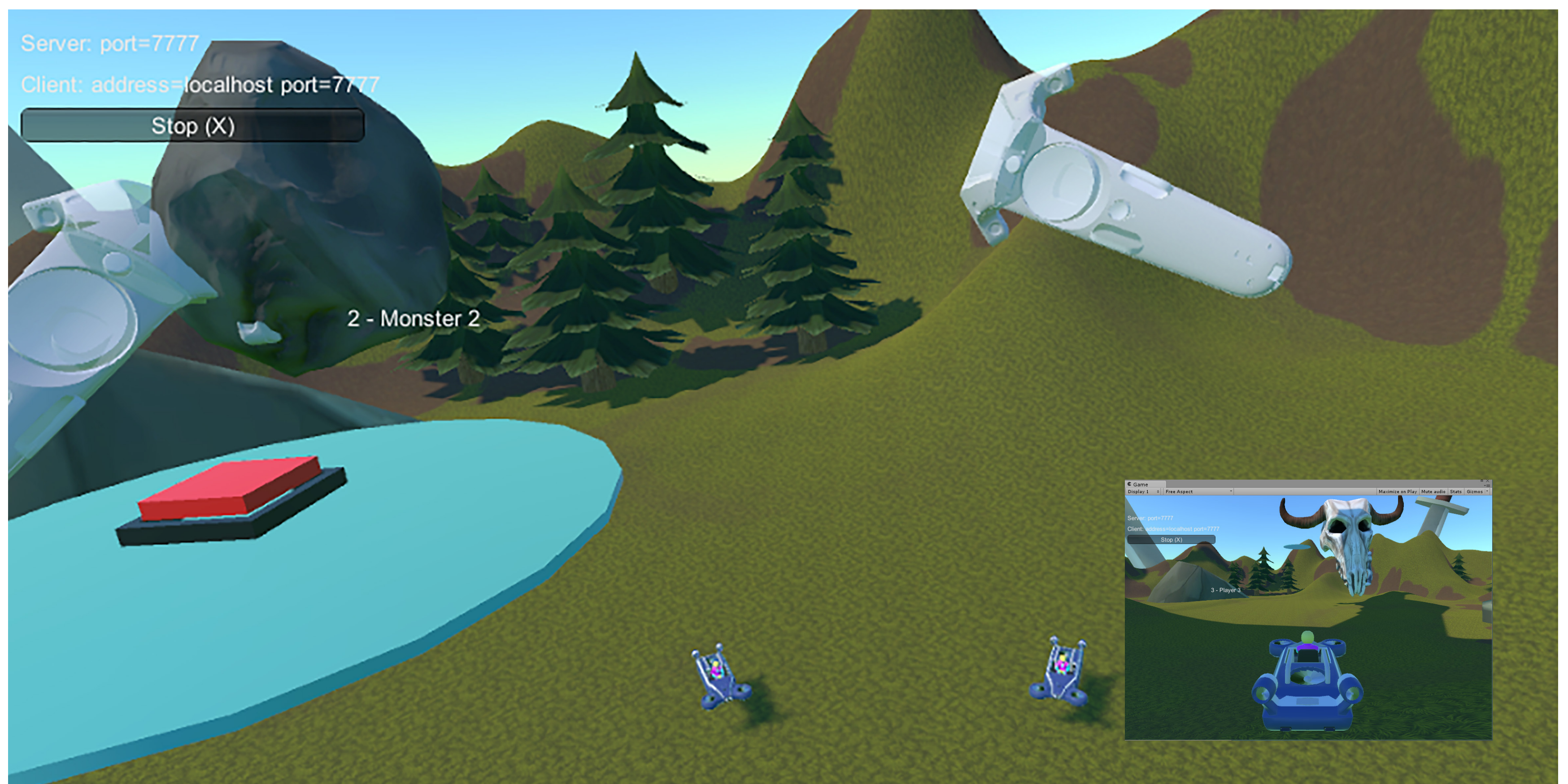
An asymmetrical VR game built in Unity, pitting four players racing hoverkarts against one another, with another player in VR on the HTC Vive Headset trying to squash them.

AN ASYMMETRIC VR MULTIPLAYER EXPERIENCE.

VR experiences right now happen in groups. Access to headsets, space, and supporting technology is limited, so groups of people often crowd around a single headset waiting their turn. VR experiences don't take advantage of this, which left open a great opportunity to connect players outside VR with the player inside VR.

Developing a multiplayer game on my own was very challenging, as it was difficult to test multiplayer experiences on my own. To remedy this, I conducted several playtests where I invited people with a wide spectrum of experience with VR to try it out, which was illuminating and heavily impacted the game's final design.
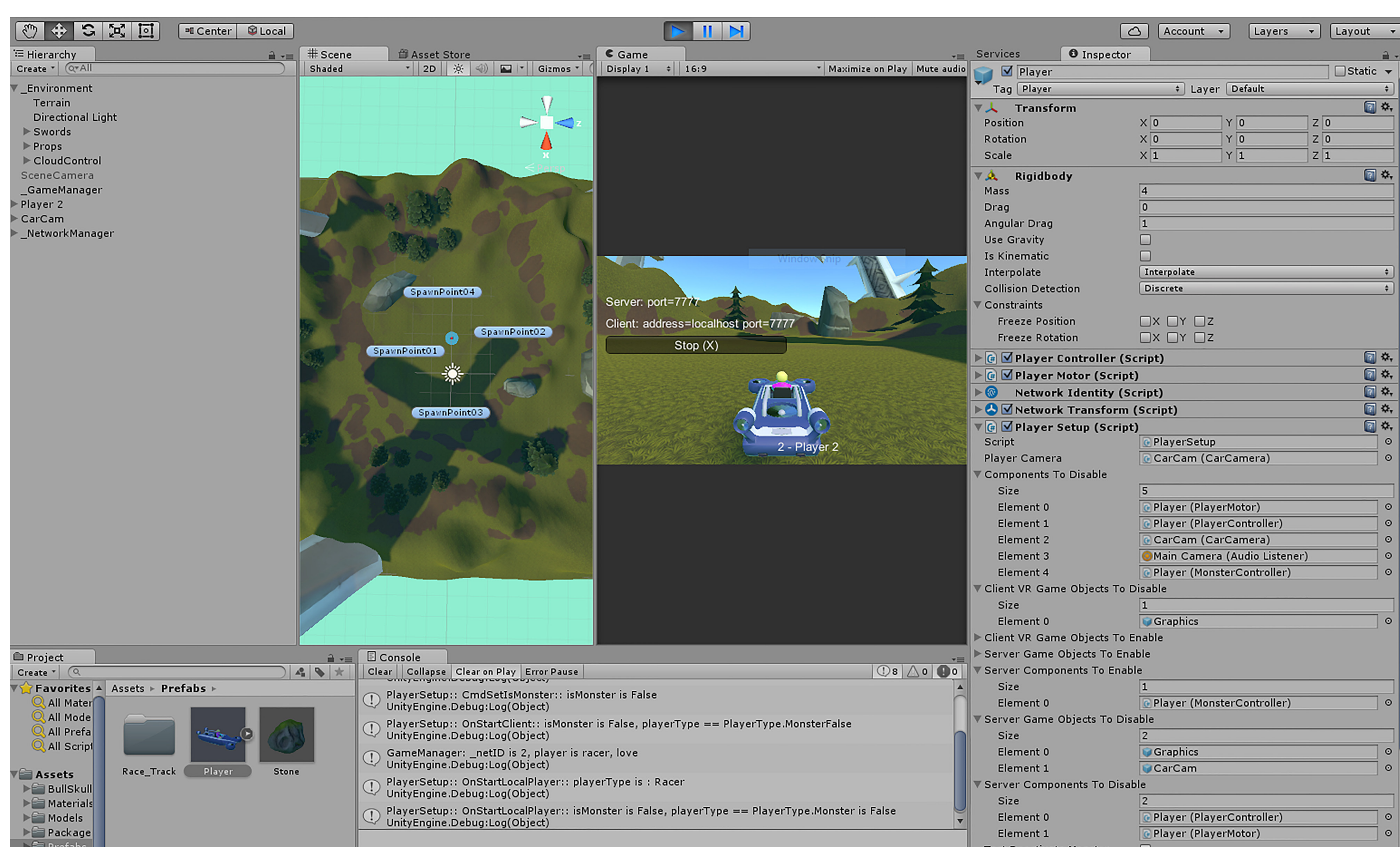
HAND-BUILT FROM THE GROUND UP.

This project provided the opportunity for me to teach myself the tools, technology, and pipeline to develop a working game in VR using Unity and the HTC Vive. Over the course of 10 weeks I built 11 additional games to teach myself aspects of the game development pipeline, which I then channeled into the final project, Kaijukart VR.