Virtually Reincarnated
First-person Shooter Video Games/Virtual reality made with Unreal Engine 4
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USER TESTING
Since this is a VR game it was crucial that the user experience (UX) of our play tests were accurate. I used the Oculus Rift headset to develop a quick guide for VR best practices & the user experience would be enjoyable. To get individual VR headset users comfortable with the VR experience and understand the controls to get a basic understanding of this hardware.
Players rated the general UX as very good and they were able to orientate themselves well within the environment. After some practice and adjustments.
Players were able to practice the same weapon in the first level so they felt they were well equipped into the actual game and not thrown immediately into a hard and intense gameplay experience.
Those new to VR were shown how to use the Guardian system which shows a grid allowing the player to understand the position of the character. This helped the player play oriented and safe through the gameplay.
Once more and with some practice the players were able to use the motion controls with ease and most found the experience engaging and comfortable.

OBSERVATIONS & CONCLUSIONS
Overall Outcome:
The game was well received by both players who had both never used experienced VR before and those who had some experience playing games in VR. For those with experience most had used teleportation for locomotion and felt it was useful to using motion tracking controls. The overall user experience was better than expected and many commented on the highly immersive feel of the game and the quality of the graphics.

The Unreal Engine 4 is by far one of the best gaming engines for VR development. While there are many other VR engines available today there is an abundance of tools and documentation on the Unreal engine websites to help and support in developing a high quality experience. Graphics are key for a VR experience and the engine delivered on this.

Future Improvements:
Overall, the game could be played for an extended period of time using the Oculus Rift headset and cause little motion sickness of the player after gameplay. To improve the game I could randomize the weapons around the environment throughout the game more in the present. Also, I could create a variety behaviors for each of the zombies and randomly change the speed and type which run towards the player.

REFERENCES