

UNIVERSAL HERO SQUAD

VR | FPS | SQUAD BASED | SPACE ROBOT BATTLE

Features:



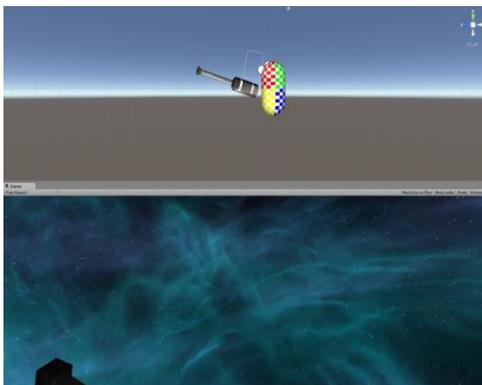
- SQUAD BASED:

- Team Formation: Vertical triangle, Vertical line, Horizontal triangle, Horizontal line...
- As a Leader: Protect your teammates, Give commands (attack, defend, cover me...)

- Battlefield: The OPEN SPACE, **Omni-Directional** Combat.

- THREE CONTROL MODE by Oculus DK II:

The **Normal Mode** is quite like the common FPS game. The gun is always in your perspective, so you can shoot immediately. The forward direction is the direction that you are looking.

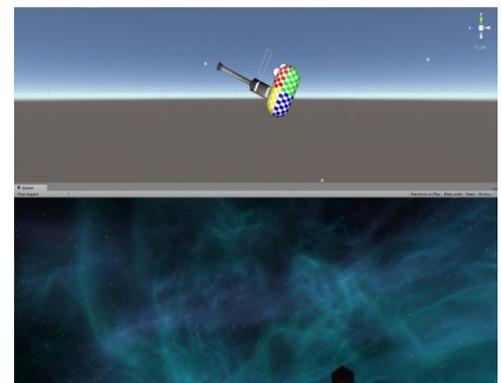


In **Travel Mode**, the gun and the body will not follow your perspective, so you can look around when you move. The forward direction is the direction that your body is facing. Imagining, people are riding a bike, and they can also enjoy the views on both sides.

In **Agile Mode**, your whole body will **ROTATE** with your perspective, so you can make some amazing movements by just turning your head, like dodging bullets.

- REWARD, PUNISHMENT and WEAPON SYSTEM

- To Get Gold: Destroy enemies, Protect teammates.
- Gold For: Upgrade Weapons, Repair Broken Teammates.
- Collection and Achievement Systems.



Thank you

“The age of VR is coming. As a graduate student in game development program,
I should explore this emerging area.”
-- Shujian Zhang



Shujian Zhang (章书剑) is a crazy fan of **shooting games** and **Gundam**. When he was in junior year of university, he and his teammates developed a 2D scrolling shooting game. After coming to UCSC, he added some Gundam elements to his games. His dream is simulating the battle of Gundam, and letting players enjoy the feelings of navigating a Gundam-like robot to fight. After being inspired by VR technology, he decided to make UNIVERSAL HERO SQUAD. He hopes his dream can come true by taking advantage of VR.

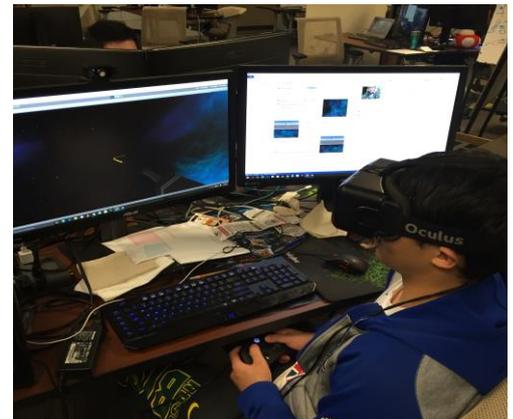
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Education:

- M.S. in Game and Playable Media
University of California, Santa Cruz (Sep. 2015 - Sep. 2016)
- B.S. in Computer Science (GPA 3.72/4 MAGNA CUM LAUDE)
North Dakota State University (Aug. 2012- May. 2015)

Note:



Thank you