MICHIGAN STATE
U N I V E R S I T Y

Alpha Presentation
"Danger Diner" VR Training

The Capstone Experience

Team Auto-Owners

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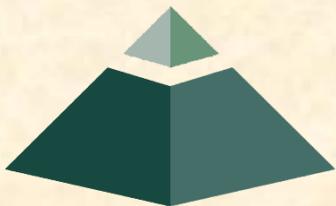
From Students…
…to Professionals

Project Overview

- Danger Diner is a VR game where the player explores a diner and tags potential hazards as well as good safety features.

- Each correctly tagged item will increase the player's score.

- At the end, the player will review all the items they tagged correctly or incorrectly.

- The player's score will be added to a leaderboard to compare with their coworkers/fellow players

System Architecture
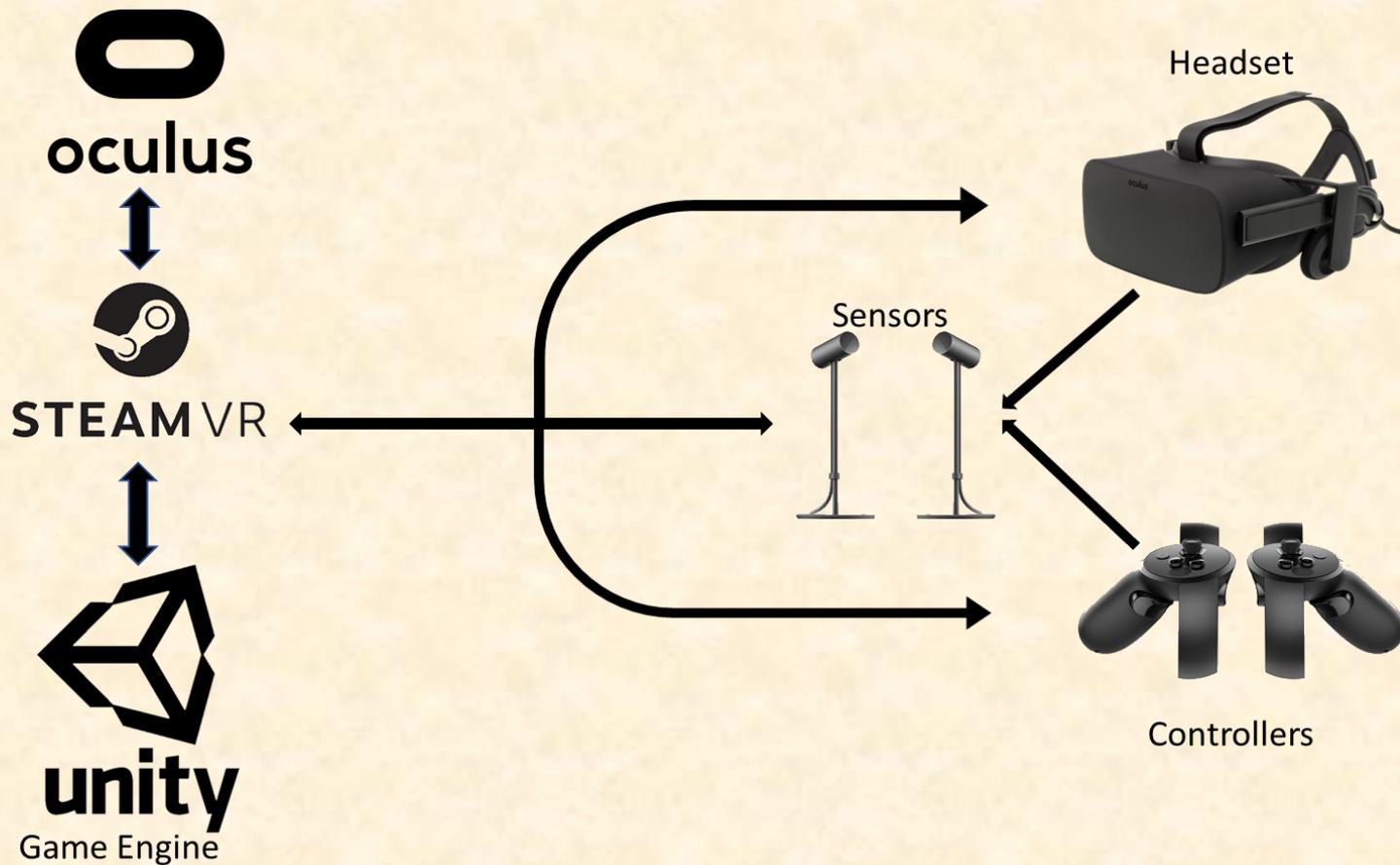
Restaurant

Kitchen

Grabbing Objects

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Tagging Objects

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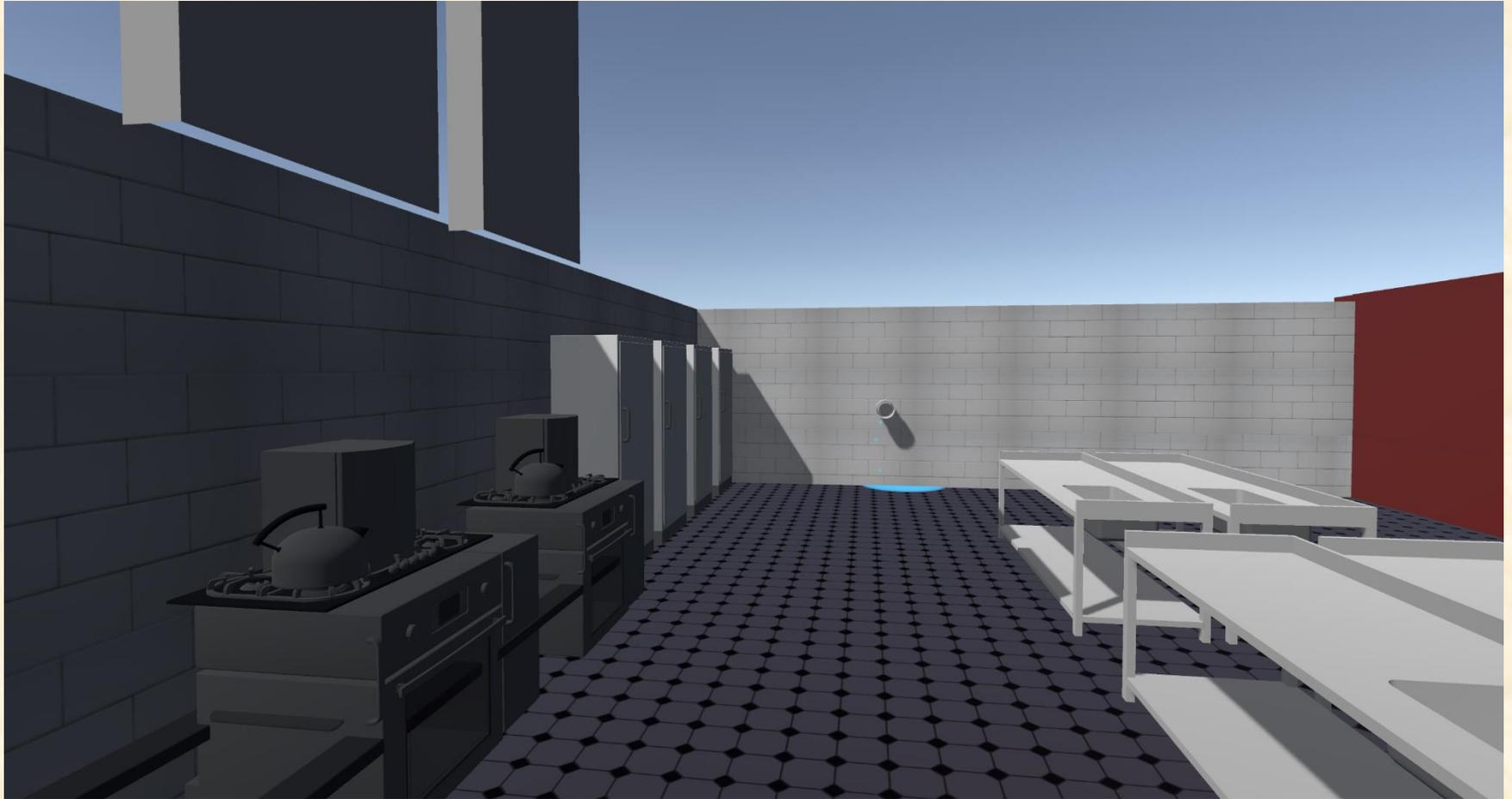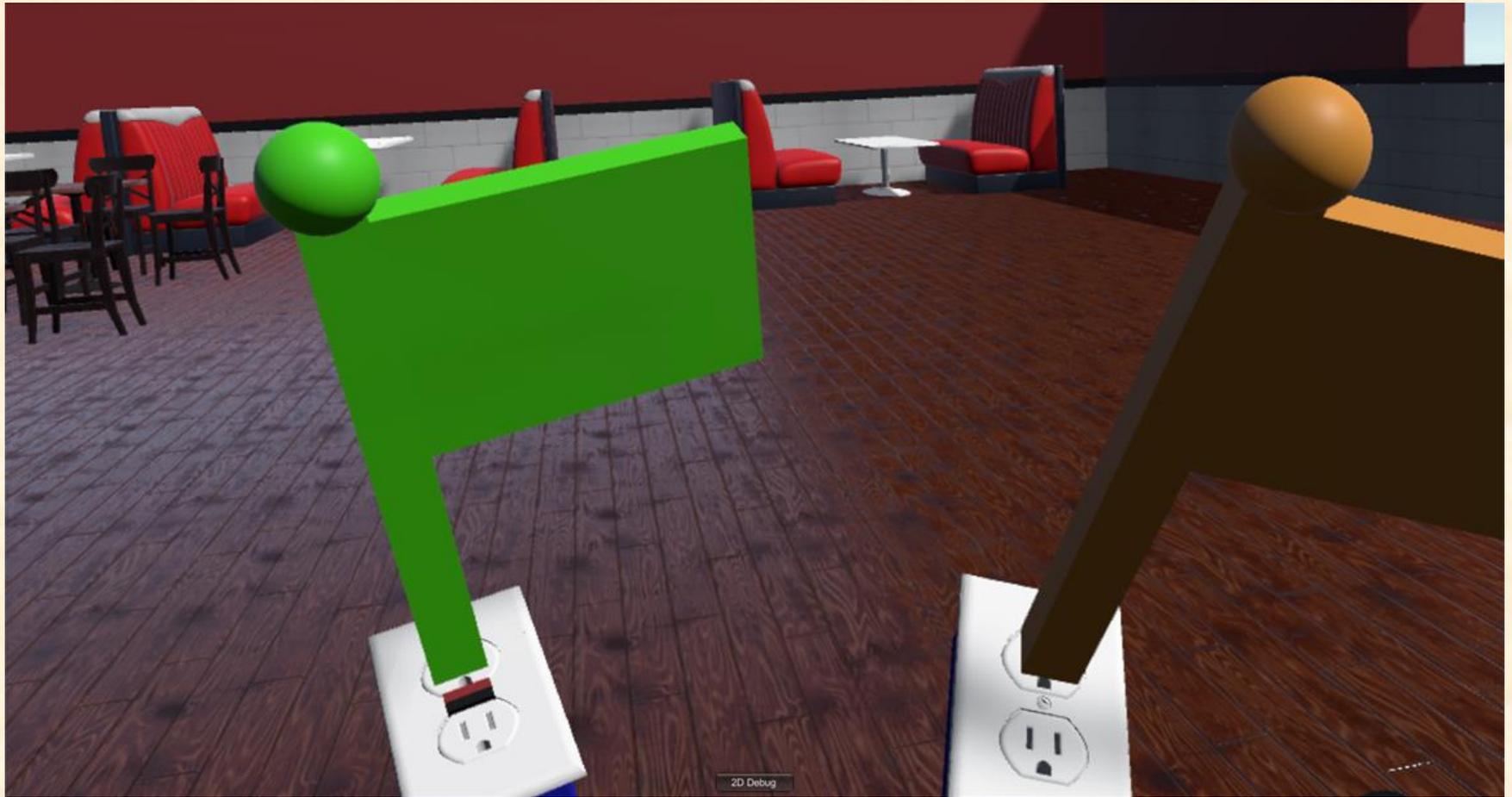
What's left to do?

- Implement the rest of the objects

- Further improve on the restaurant design

- Complete implementation of the review scene

- Add in long distance item interaction

Questions?

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