Alpha Presentation
"Danger Diner" VR Training

The Capstone Experience
Team Auto-Owners

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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

- **oculus**
- **STEAM VR**
- **unity**

Game Engine

Headset

Controllers

Sensors
Restaurant
Kitchen
Grabbing Objects

Last Checked: 10/12/2019
Tagging Objects
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?