Alpha Presentation
"Danger Diner" VR Training

The Capstone Experience
Team Auto-Owners

Max DeDona
Max Dudley
Xuexian Xie
Jillian Tosolt

Department of Computer Science and Engineering
Michigan State University
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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

Sensors

Controllers
Restaurant
Kitchen
Grabbing Objects
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?