



# The Simple Beauty of VR

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# Outstanding Games

Cave Digger

KingSpray VR

Pistol Whip



# Pistol Whip

- Mostly stationary

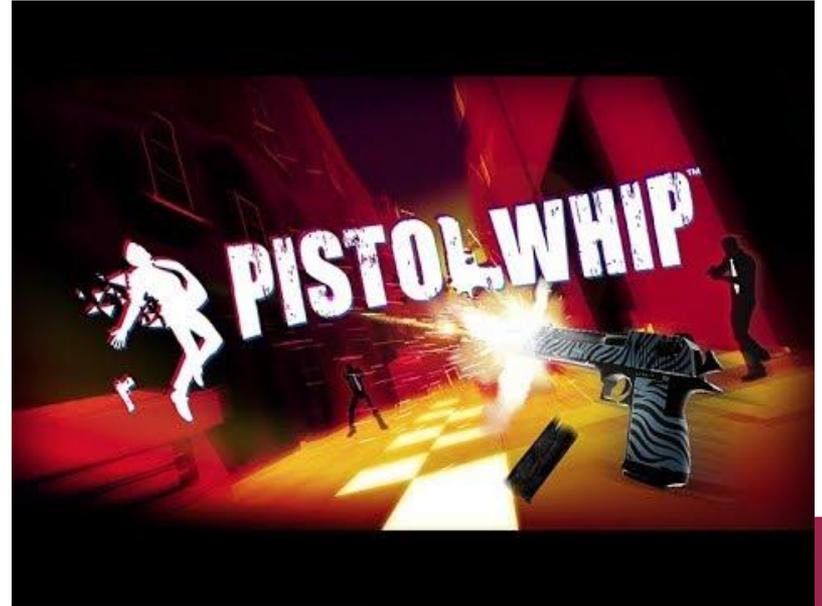
(can play in chair, I have)

- Very calm movement to avoid motion sickness

- Hits feel and sound very good

- Excellent music

- Updated frequently



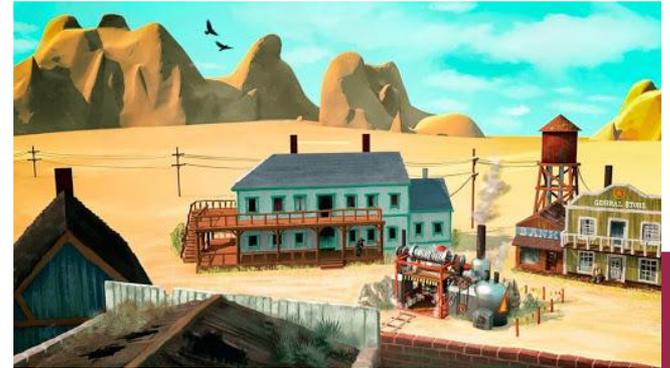
# Kingspray Graffiti

- No automatic movement
- Calm environment
- Relaxing and therapeutic
- Multiplayer enabled
- Aspects of real life
- Don't have to worry about breaking the law



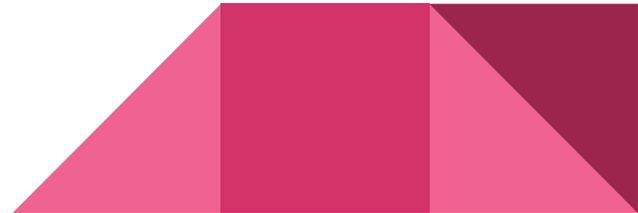
# Cave Digger

- Full room movement
- Fast and intuitive gameplay
- Pick up and play
- Plenty of content
- You do need to move around
- Very immersive



# Cave diggers problems/constraints

- Harder to play stationary, meant for room scale
- Some actions can be violent toward walls
- Main gameplay loop can be quite similar towards the end of getting all the items



# Cave diggers use of control and space

Video: <https://www.youtube.com/watch?v=rmapa6AsbR0>

- Cave Digger puts the player in an immersive space that takes advantage of the user's actual available space.
  - Controls are simple, and intuitive, and adds elements to make the game easier to use
  - Use of multiple different tools and playstyles
  - Short timed rounds make for well timed play sessions
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# Gameplay sample

