Description & Purpose

- Disc Ex Machina is a Virtual Reality video game played in a multiplayer combative environment.
- Our goal in developing this game was to understand the fundamentals of producing a virtual reality game.
- The final result is a VR battle simulator, where you throw powered discs in a fast-paced environment.

Design & Purpose

- Created with the Unity Engine
- Designed for HTC Vive VR Kit
- All models were designed in-house using an open-source modelling tool Blender.
- Multiplayer is implemented through a networked connection between two game clients using UNET software.

Ethical & Intellectual Property Issues

- Similarities may be seen with other entertainment properties, but all inspiration was drawn from the team’s experience and design style.
- All in-game music was from No Copyright Sounds (NCS) and available for fair use.