IEEE GameSIG Intercollegiate Game Showcase 2018
Game Overview: Super Nova_____   Date: 4-11-18

One-Sentence Description	Inspired by PaRappa the Rapper, Super Nova is a VR game that blends rap battles and RPG elements into a rhythm game.
List of Team Members and Their Schools	Andrew Barnes, Main School: LCAD (andrewbarnes@lcad.edu) Xueqing Liu, USC (xueqingl@usc.edu) Ruoyu Wang, USC (ruoyuw@usc.edu) Main Contact: (949) 887-9210
School Level	_X_ College/University ___ High School
Target Platform and Audience	VR: Oculus and VIVE Teen. VR and rhythm game enthusiasts.
One-Paragraph Summary of Gameplay and Objectives	In the Super Nova rap battle demo, the player will experience a virtual rap battle with an NPC friend in front of a corner barbershop. The rap battle has two modes: A defense mode to block raps and an offense mode to rap.
Key Features	• Musical rhythm action Art Game • Emotional connection to the game through music and rhythm • First-Person VR and expanding on games like Rhythm Heaven • Two musical game types: Action Defense Rhythm and Lyrical Offense Rhythm (Music Video) • Visual music elements in levels and attached to geometry
Thumbnails of Game Art	
Software Libraries and Packages Used	Unity 2017, Koreographer, VRTK, Adobe Fuse, Mixamo, Maya
Third-Party and Ready Made Asset Credits	Unity Asset: City Block Pack
Faculty Member Name & Contact Information	Sandy Appleoff, LCAD (sappleoff@lcad.edu) School: (949) 376-6000 Mobile: (785) 393-9070
YouTube Link	https://youtu.be/lo4i7_m6PE4
Misc. Notes	https://vrhymes.com/

Submitted by: Andrew Barnes, andrewbarnes@lcad.edu (949) 887-9210

List of game assets not entirely made by the team. Includes ready-made rigs, templates, images, models, textures, music, sound effects, and voice acting.

Name or brief description	Source (ideally both URL and creator's name)	If modified by team, explain how.
Some Buildings	City Block Pack	City Block mixed with team models
All Trees & Bushes	City Block Pack	Some placement by team
All Streets	City Block Pack	
All Cars but Chevy Nova	City Block Pack	Animated and all placement by team
NPC Model	Adobe Fuse, Mixamo	Animation also mixed with some team motion capture.

When you send your submission, please answer the following:

What were the top technical challenges that you encountered in the project?	Making the rhythm game fun in VR, was hard at first. At first we started by using the motion controller x,y,b,a buttons to control the "Note Highway". Ex: PaRappa The Rapper meets Guitar Hero in VR, if you will. While it was fun being in VR with music, it wasn't really that fun pushing the buttons on the motion controllers.
How did the design evolve during development? What changed, and what didn't?	After some testing we decided to put triggers on the "Note Highway" pads and hit the UI with our hands in VR. After that the game started to be fun and a bunch more ideas have spawned from that fun.