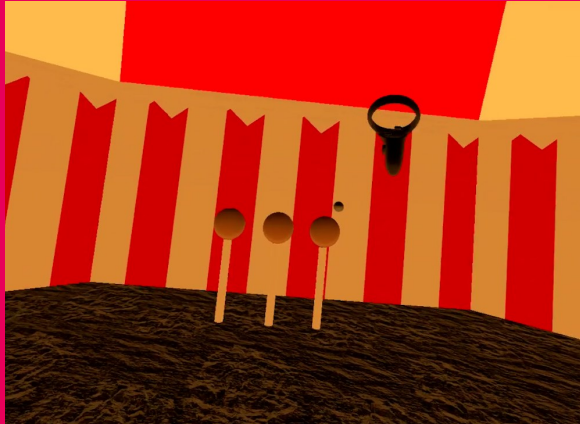


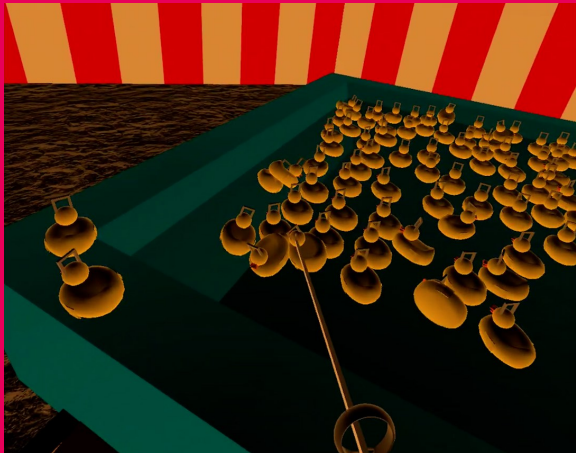
Coconut Shy

There are 3 coconuts to be moved of their stands. The balls to do this are by the users feet and respawn there after some time has passed.



Hook-A-Duck

Using the rod by the duck pool, the user can attempt to pick up the duck with the hook on the end of the rod



References

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COVID-19 lockdowns throughout the world. Occupational Medicine, 70, 5, 322.

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VR Carnival



Virtual Reality (VR) as it exists today has a wide variety of use cases which range from medical to combative. VR can provide fun and relaxing environments, or environments conducive to rigorous exercise.

VR is what you make it.

As the world plummets into chaos, people need a way to escape. A way to escape the horrors which people are inflicting on each other and the planet. A way to escape from the monotonies of everyday life.

VR is a way to escape.



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The Problems

In the past few years, the world has plummeted into chaos. The COVID-19 pandemic brought the world to a halt. International travel became highly restricted (Burns et al. 2021). Countries and regions were locked down meaning that people were forced to stay in their homes (Koh 2020). Any non-essential workers were either furloughed, laid-off, or told to work from home (Wang et al. 2021). Unnecessary travel was restricted as were social gatherings (Koh 2020).



This meant that people have felt very isolated and needed a way to feel like they are not stuck in the same space (Jaspreet and Jaspreet 2020). People needed an escape from reality.

The Idea

Carnivals are fun - they represent childhood and joy. Although children are the main clientele for a carnival, they are enjoyed by all. Carnivals remind people of their childhood, and are themselves a way to have fun while forgetting about everything else. It's just you, the music, and the games. Carnivals create an escape.

As both VR and carnivals are seen as escapes, why not merge them together to create:

VR Carnival

VR Carnival is designed to be a relaxing experience to escape from, and forget about, the outside world. Why create an experience which is either relaxing or fun when we can create both?

The Experience

Carnival music begins as the user enters the level and they are surrounded by the four games.



1. Whack-A-Mole

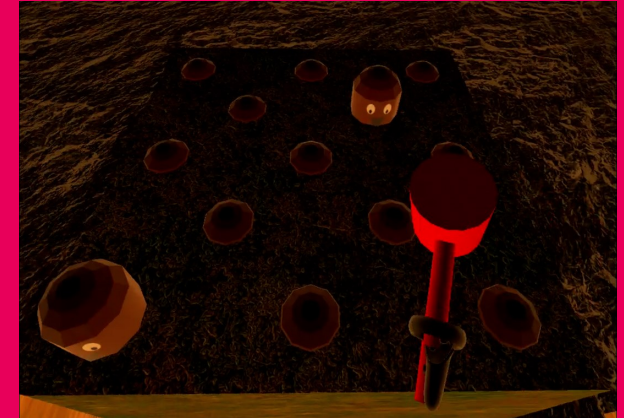
2. Duck Hunt

3. Coconut Shy

4. Hook-A-Duck

Whack-A-Mole

The moles pop up from their burrows randomly, and squeak when they are hit with the hammer. They cannot be hit when they are in their burrows.



Duck Hunt

The ducks can be shot with a gun which can be picked up from the mantel in front of the user when they face the gallery. When they are hit, they quack in different pitches.

