

# Cal Poly Pomona VR Lab:

## TACTICAL ESPIONAGE KITTENS **MEOW GEAR** S O L I D

Team Members: Alec Urbany, Tyler Jones, N. Chau Nguyen, Aidan Sanders, Bill Li, Ethan Pan  
Faculty Advisor: Dr. Markus Eger

### PREMISE

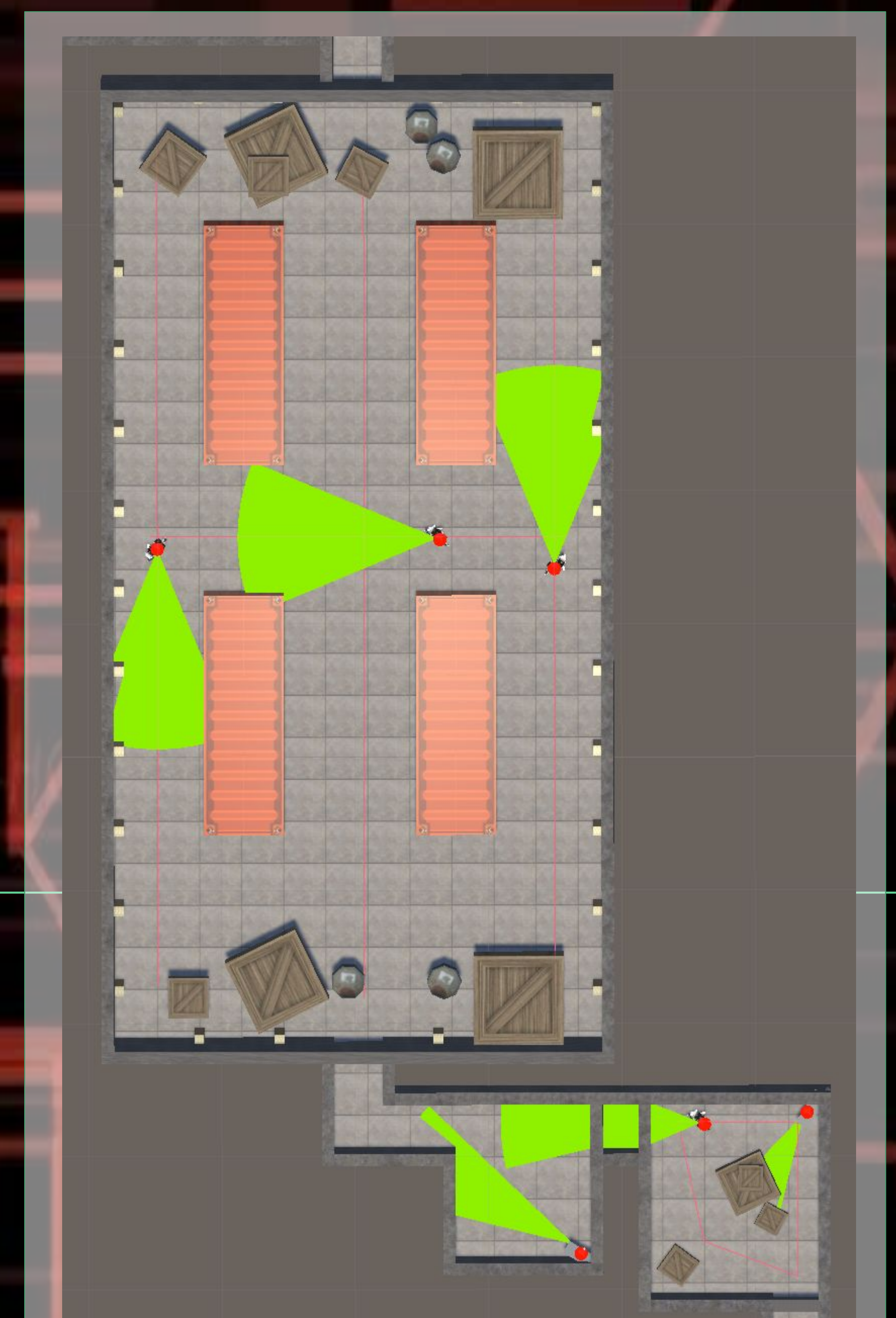
A short, sweet stealth action game in Virtual Reality (VR), putting you in the boots of a cat infiltrating the base of the canine regime on the Shadow Meowsis Island. Remember to use items, duck behind covers, and carefully plan your moves around the dog's sightlines. Make your way through the base to stop the launch of the evil cat-ending weapon from the Dog Enemies: the Meow Gear Solid.



Special Agent Paws

### GAMEPLAY

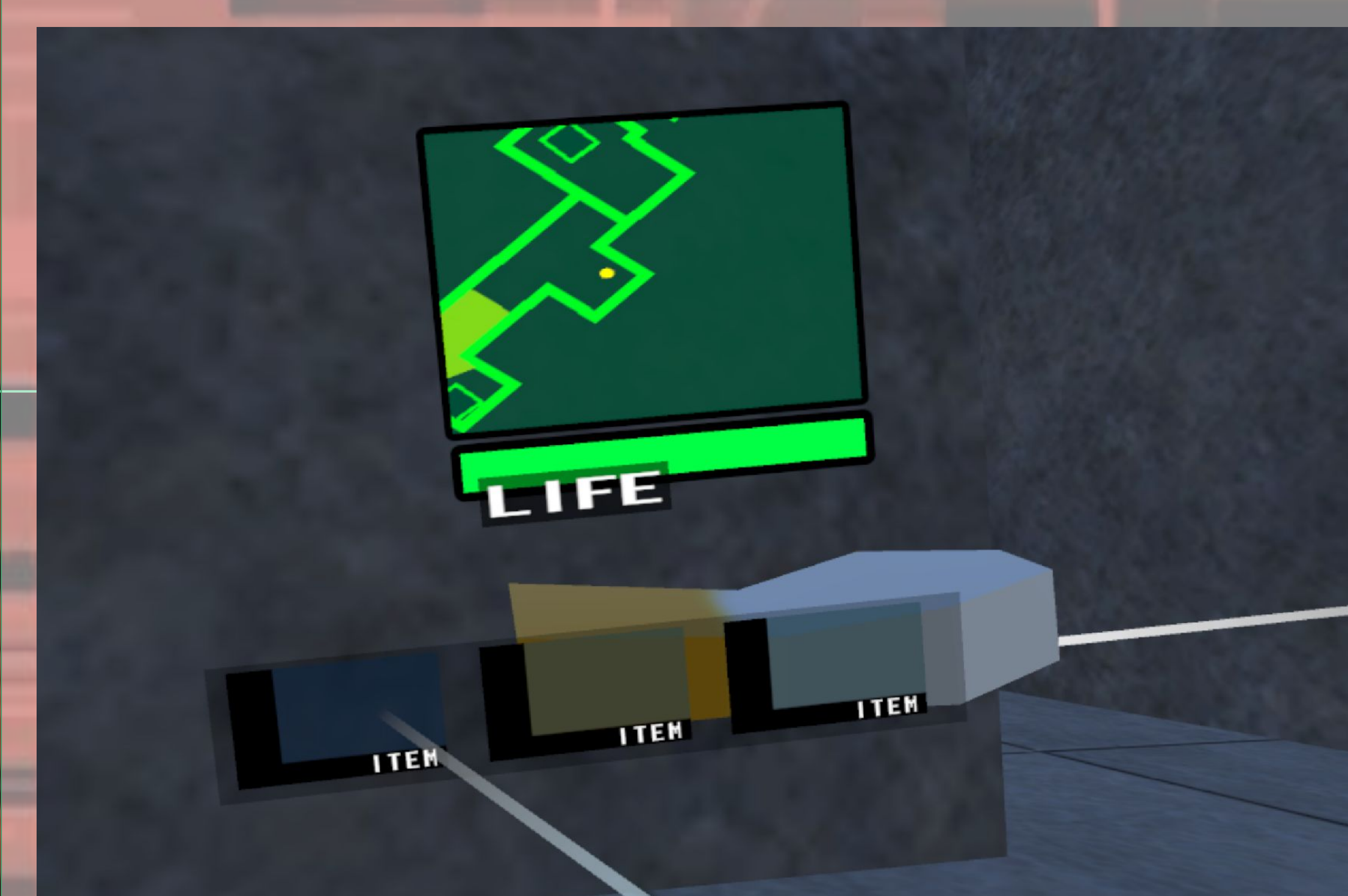
- Sneak around the enemy's base!
- Weapons and Pickups are hiding all around, waiting to be picked up.
- Don't get caught by the patrolling guards and the scouting cameras!



Enemy AI Paths + Sightlines



Title Menu in Virtual Reality!



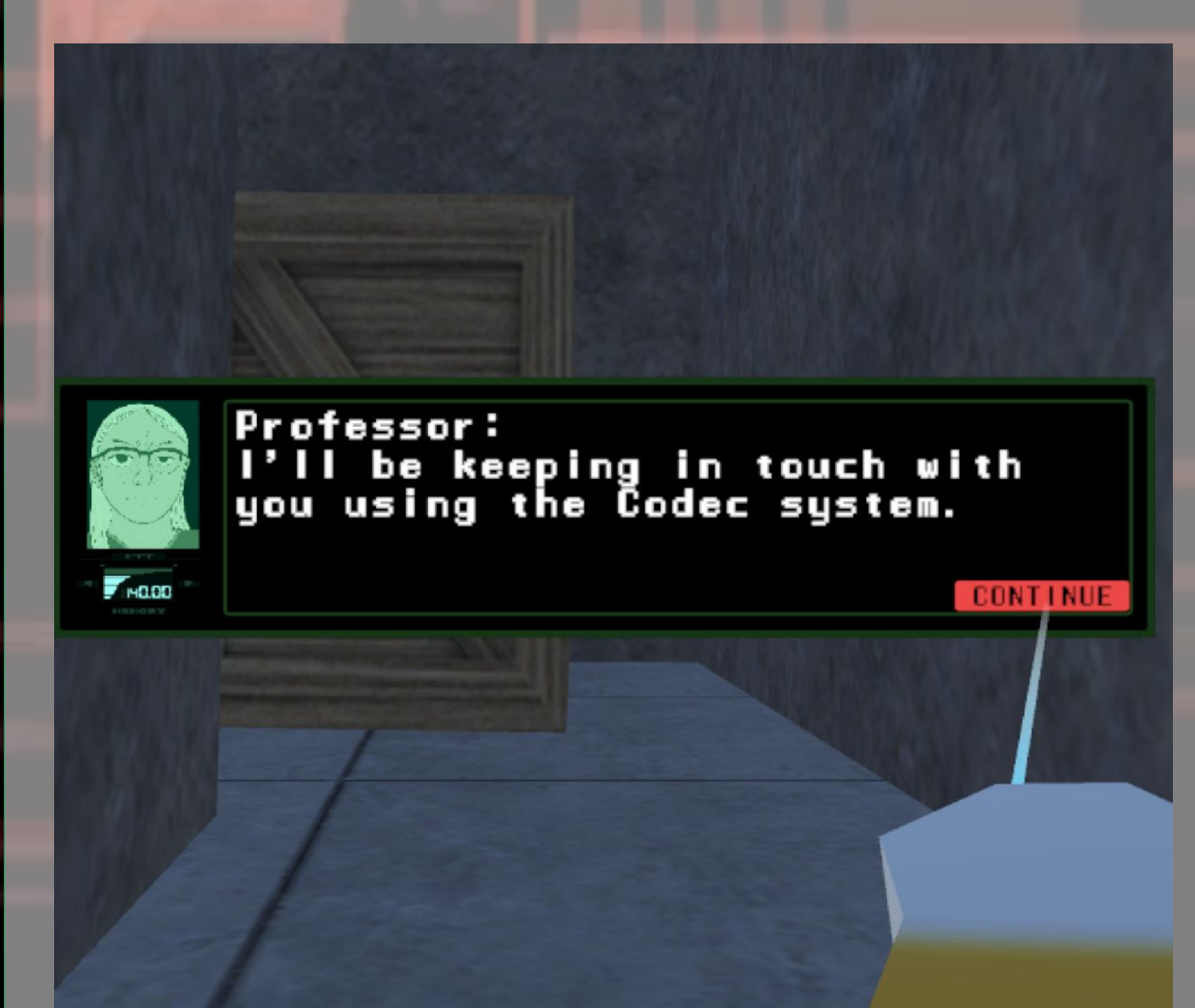
Wrist Mounted User Interface

### DEVELOPMENT

- Developed on Unity for the Meta Quest 2
- Programmed using Unity's built in XR environment
- Enemy AI Agents:
  - Uses a series of Nodes and Navmeshes in order to patrol the base, as well as chase the player when spotted
- Wrist Mounted UI:
  - Allows the player to interact with the inventory, as well as check the enemies' locations on a dime.
- Codec System:
  - Send and receive messages from allies as hints on how to progress further.



The "Paws" Menu :3



Stay in touch using the Codec!