

VR FOOTBALL QUIZ APP

Our client company specializes in the design and development of mobile and tablet apps.

This is the Android VR application quiz, applying Google Daydream. The user watches 360-degree videos and answers quiz questions. All the questions are related to American football. The user may use a controller for interacting with the user interface.

The user's phone should be placed in the front compartment of the Daydream View headset, so that the phone will display the VR through the two lenses of the device. A wireless controller comes with the headset pack. This controller can be used for interacting with the virtual world by pressing buttons or moving the device in space.

Challenge

The customer needs a Daydream-ready Android app.

Basic functionality required:

- integration of the controller for interaction with the user interface
- user interface implementation, suitable for the VK app usage
- provision of 360-degree video upload and display
- score calculation and speed of user answers

Solution

Before the implementation, a Google VR SDK (GVR SDK) study was conducted to determine its functionality. The customer wanted to use the native SDK for Android, but this had to be rejected, mainly because of the user interface, which, in such a case, would have to be created from scratch. That is why we decided to use the Unity Game Engine, together with the special version of the GVR SDK for Unity. This option offered ready-made solutions for the development of the user interface, structure of the scene, etc., and ultimately allowed reduction of the time for development.

Key features



The app plays a series of short 360-degree video clips



Each video is followed by questions on the video



By using the controller, the user chooses the correct answers as quickly as he/she can



When the game is completed, the user can see his/her scores and compare them with the results of other users

Technologies



Unity



Google VR

Unity Game Engine

- 360° Video
- World space GUI
- Custom CG shaders
- Animator
- C# scripting

Google VR SDK for Unity

- Stereo viewer
- Daydream controller
- Exoplayer plugin

Hardware

- Daydream View headset
- ZTE Axon 7