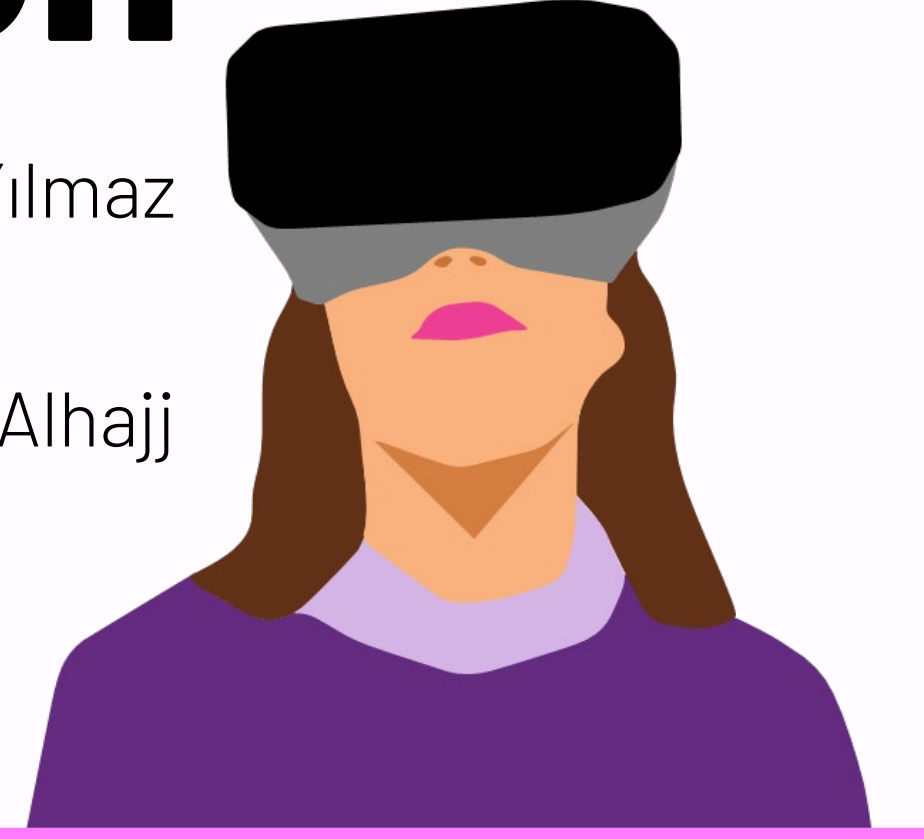




VR-Based Game: Restaurant Simulation

İpek Yılmaz

Advisor: Prof. Reda Alhajj



INTRODUCTION

This Project aimed to develop a VR 3D simulation game to spread Turkish culture within the game industry to generations. The food industry reflects Turkish culture highly. The game focuses on restaurant simulation with the most well-known food doner kebab. VR technology is used to make a difference and ensure that Turks have a significant place in the game industry.[1]

GAME



CONCLUSION

VR headset connection with Unity, the game scene, customer NPCs and AI controls, waiting queue system, order and serving system, sound FX, UI and animations, order preparation, dialog systems, laptop interactions, staff hiring, grocery shopping, messaging with characters, bill payments, customer satisfaction, optimal order assignment, penalties for missing or late deliveries were made.

1. Game Industry

One of the most common types of games for both genders to play is simulation games.[2]

2. Games & Education

Motivation and engagement derived from learning-based game development.[3]

3. Games & Culture

Digital games are cultural transfer tools in which players are implicitly exposed to cultural elements on the digital platform.[4]

4. Games & Virtual Reality

Higher level of presence.[5]

5. Game Development

According to a survey, 47% of game developers prefer Unity as a tool. It is simple and cheap.[6]

METHODOLOGY

Game Engine: Unity

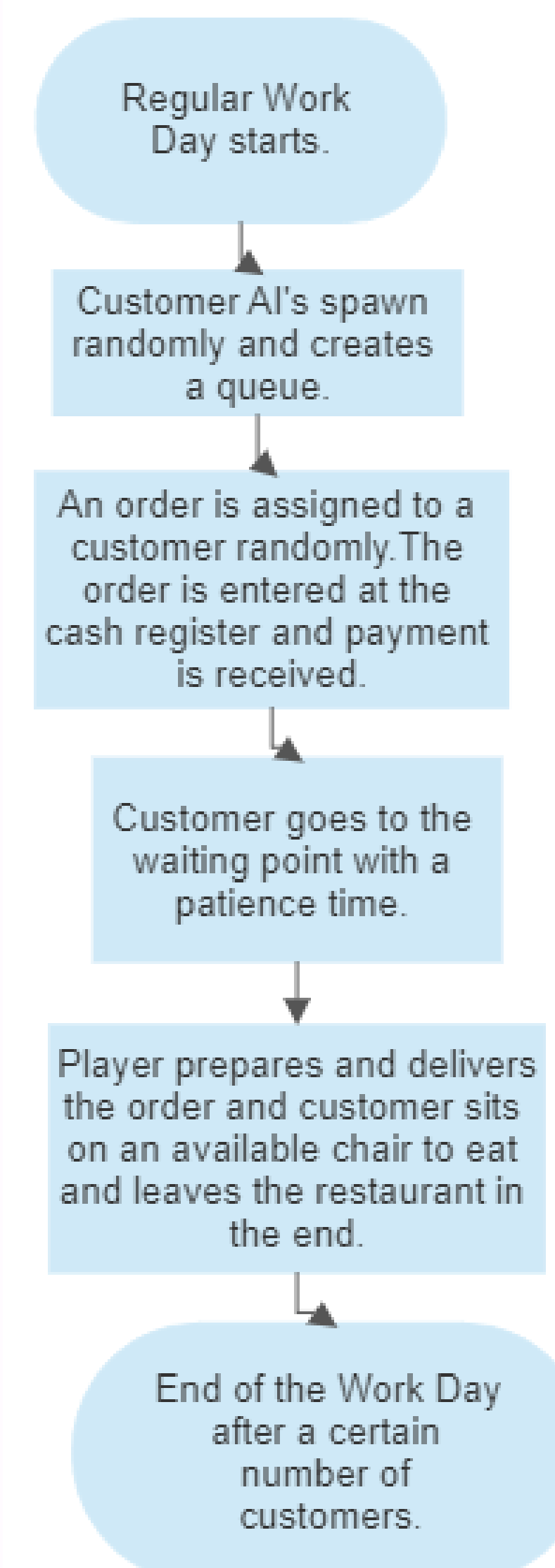
Scripting: C#

Assets: Asset Store & Sketchfab

Animations: Mixamo

VR Headset: Oculus Quest

RESULTS



References

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[4] Sarpkaya, S. 2021. "Dijital Oyun/Video Oyunu Folkloru Üzerine Bir Yöntem Denemesi", 6, 155-172.

[5] Carroll, M., Osborne, E., Yildirim, C. 2019. "Effects of VR gaming and game genre on player experience"
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Computer Engineering Dept.
ipek.yilmaz@std.medipol.edu.tr
+90 (538) 042 97 40

Istanbul
Medipol
University

Istanbul
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