AISSMS
COLLEGE OF ENGINEERING
ज्ञानम् सकलजनहिताय

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Date : 26th and 27th September 2024

Event Name : Virtual Odyssey

Event Tagline : Immerse, Explore, Experience VR

Event Logo :

Entry Fee : ₹ 75 per person

Prizepool : ₹ 8000 (1st Place : ₹ 5000 , 2nd Place : ₹ 3000)

Virtual reality (VR) is a simulated experience that employs pose tracking and 3d near-eye displays to give the user an immersive feel of a virtual world.

The Event will be held in several stages. Players will be eliminated in each stage according their points and rankings and the best team to top the leaderboard wins.

Navigating the interface :

- You'll see a virtual environment when you put on the headset. Use the controllers to navigate it.
- There are 2 controllers and the respective buttons which helps for various interactions.

Interacting in VR :

- The controllers act as your hands in the virtual world.
- Use trigger to interact with objects. For example , in shooting trigger is often is used for firing.
- The grip button is used for different actions depending on game. In some games , they might be used to grab and hold objects.

Controls :

Right Controller :

- **Thumbstick(Joystick):** Used for movement in games that support it. Push the thumbstick up, down, left, or right for directional input.
- **A Button:** Primary interaction button. Press to select or interact with objects.

- **B Button:** Secondary interaction button. Often used for additional interactions or as a back button.
- **Trigger(index Finger):** Used for grabbing, shooting, or interacting based on the game. Squeezing the trigger initiates actions.
- **Grip Button(side Squeeze):** Used for grabbing and holding objects in a more natural way. Squeezing the grip button allows you to hold items.
- **Menu Button:** Opens the in-game menu or options

Left Controller :

- **Grabbing:** Use the grip buttons to pick up and hold objects.
- **Pointing:** Use the index finger to point at objects.
- **Throwing:** Release the grip buttons or trigger to throw objects.
- **Shooting:** In shooting games, use the triggers to shoot.
  Teleportation: In some games, use the thumbstick to move or teleport around the environment.
- **Climbing:** Some games allow you to grip onto surfaces and climb.

The Event is divided into 4 stages :

- **Registration stage:**
  In this stage the participants would be grouped in a batch of 20 people and a detailed knowledge about the VR technology would be provided to them and based on that in further round quiz will be conducted.

- **The League Stage:**
  In League Stage there will be 3 games.
  A player can choose to play any of the three games based on their choice.
  A participant can play multiple games by paying Rs 75/- for each game.
  30 players (Top players of each game) will be qualified for the Quiz stage.

- **Quiz Stage:**
  In this stage the 30 players from the previous stage will participate. A quiz would be conducted on the basis of the knowledge provided to them in the Registration stage.
  Out of 30 participants 16 would be selected on the basis of their score for the Finals.

- **Finals :**
  16 players qualified from the Quiz stage will compete with each other.
  They will play 1v1 game which would not be from the League stage game.
  The game would not be known to the qualified players before the match.

  The finals will be conducted in four rounds :

  First round : In the first round of finals 16 players will compete with each other out of which 8 players will get qualified for second round.

  Second round : In the first round of finals 8 qualified players from first round will compete with each other out of which 4 players will get qualified for third round.

Third round : In the first round of finals 4 qualified players from second round will compete with each other out of which 2 players will get qualified for fourth round.

Fourth round : In fourth round the 2 player will compete each other for the first and second position.

The first winner will get the prize pool of Rs.5000/-
The second winner will get the price pool of Rs.3000/-.

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