



# VR Ultimate

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a system for playing sports virtually together, focusing on ultimate frisbee



# Background



### VR Headset

INPUT: where the player is looking - affects what is on the output display

### Gloves

INPUT: position and motion of hands, down to individual fingers  
Should be able to sense speed of motion, force of "grip"

OUTPUT: electric current locks the thin metal plates on each finger into place to simulate the resistance of holding onto an object

Allows player to naturally interact with the virtual disc: feel the throw and catch, play defense and block the other team's plays

### Virtual Disc

Instead of a physical disc, players will interact with a virtual one, removing need for a retrieval system for physical discs

### Harness

Used to ensure the player stays on the treadmill area, can also contain sensors to aid in the computation of the position and orientation of the player's body in the game

Has hinged and extendable attachment to the treadmill to allow for a variety of motions and easy storage

### Shoe Sensors

INPUT: position and orientation allows system to compute and understand where player's feet and legs should be

### Omnidirectional Treadmill

INPUT: running/walking movement

Eliminates need for an entire field space by feeding the player's movement into this moving platform







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Game 1	19/20	7v7	0:48	Join
Game 2	6/14	5v5	3:45	Join
Game 3	8/20	7v7	4:56	Join
Game 4	10/20	7v7	7:03	Join
Game 5	7/10	3v3	10:39	Join

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Name:

Number of players:

Game size:

Point cap:  Time cap:

Game format:

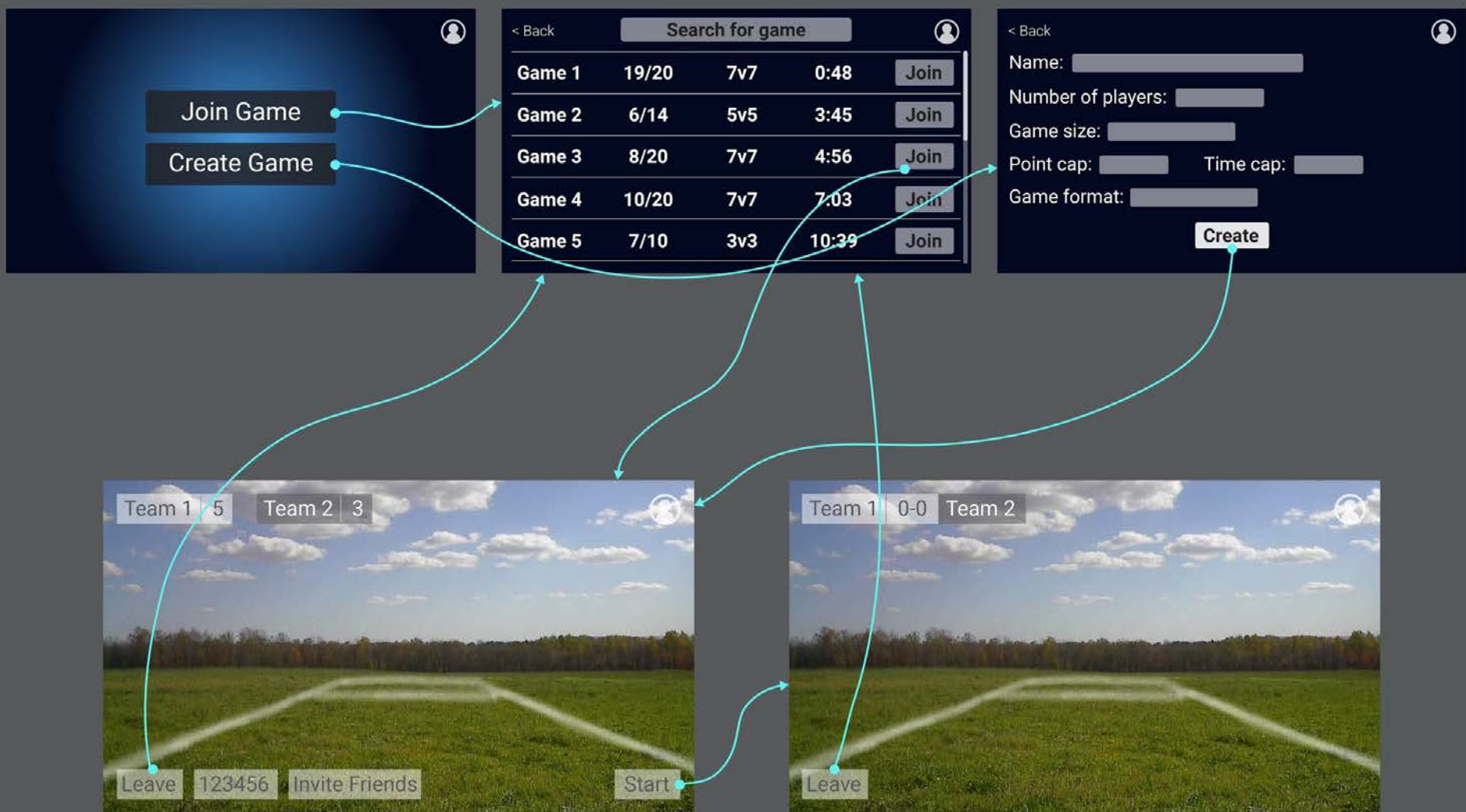
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Team 1 5 Team 2 3

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**Game 1**

**19/20**

**7v7**

**0:48**

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**Game 3**

**8/20**

**7v7**

**4:56**

**Join**

**Game 4**

**10/20**

**7v7**

**7:03**

**Join**

**Game 5**

**7/10**

**3v3**

**10:39**

**Join**

< Back



Name:

Number of players:

Game size:

Point cap:

Time cap:

Game format:

**Create**

Team 1

5

Team 2

3



Leave

123456

Invite Friends

Start

Team 1

5

Team 2

3



## Team 1 Statistics

Win-Loss Ratio

Point Spread

Average Goals

Passes Per Possession

Offensive Productivity

Conversion Rate

Top Scoring Team Members

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Invite Friends

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Team 1 | 5

Team 2 | 3



## Your Avatar



Leave

123456

Invite Friends

Start

Team 1

0-0

Team 2



Leave



