



Rumble Rally

'RumbleRally', was a game designed for people with visual impairments, utilizing hyper-realistic technologies. This project was done in aid of Visio, who lent our project group hardware to develop a game around. In return, Visio used the game to receive future funding for their research and development department, and rights to continuing the game's development.

Rumble Rally is a racing game, which provides haptic and sound inputs to navigate the race course. The game also utilizes various track textures and landscape features to create a more dynamic drive, as well as provide familiar indicators as a form of experimental map UI.

My roles and responsibilities were in ideation, wireframing, and the design/integration of the dynamic soundscape. This utilized the Meta Quests 2 3D audio, and the noises were paired with vibrations from a bHapticsX40 suit to enhance the thrill of the game.

After completion, our game was tested with people of differing levels of visual impairments. In this section, my role lay in the data analysis of the user testing, creating graphs with use of Python, as well as conducting a thematic analysis of the spoken interviews.