Hikari no tō

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Dungeon crawlers AND a demi-god!

You want action?

Up to 4 players as 4 classes in ground combat

- *Soldier: run and (semi-)gun*, mow down anything in your way
- *Infiltrator: slice and dice*, hide from and sneak up on your enemy
- *Sumo: clap and snap*, smack down raw
- *Berserk: aim and maim*, shred enemies to find your inner beast

The fight is up against a selection of cybernetic baddies. Robots, fire-breathing scorpions, killer drones. Work together with your team and beat them all or you will never get out of this mess!

You want to strategize in VR?

You got it! The crawlers on the ground can hardly survive without some help from above.

And that means you, in virtual reality, swinging your hands to throw fire, life, boost your team or show them the way to victory.

The tech

Technical details:

Hikari no tō is built using Unity3D 2017.2.0f3. The networking component is powered by the UNET Multiplayer framework and is designed to accommodate up to 4+1 players through local or matchmaker servers. The game supports both HTC Vive and Oculus Rift consumer virtual reality headsets for the VR master feature.

To achieve the visual style of the game, a variety of rendering features are used, including the Unity deferred renderer, filmic tonemapping, color grading, high quality bloom and depth of field. A flexible approach to animations uses anim layers and integrates inverse kinematics.

A range of subsystems is engineered in a modular fashion, from statistics to crawler class definitions to weapons to allow quick balancing and creation of new enemies or classes.

More questions? Just ask!