



## Project „1337Saber“

The „ice-breaker“

VR application for security awareness

### Motivation and goals

- Utilize gamification to create a marketing tool to lure the target audience to our client's stand at trade fairs
- Make our client stand out and be remembered

### MVP and technology

- MVP: create a fun IT security themed version of the VR bestseller „Beatsaber“
- The player becomes a human firewall that detects and destroys bad packets
- Made with Unity Engine
- Works with Oculus Quest 2 & 3



Fig. 2: player slashing good packets. Be VERY ashamed.

### Results

- Stable fps and heat development
- Infinitely repeatable



Fig. 3: endscreen results. Thanks for playing!

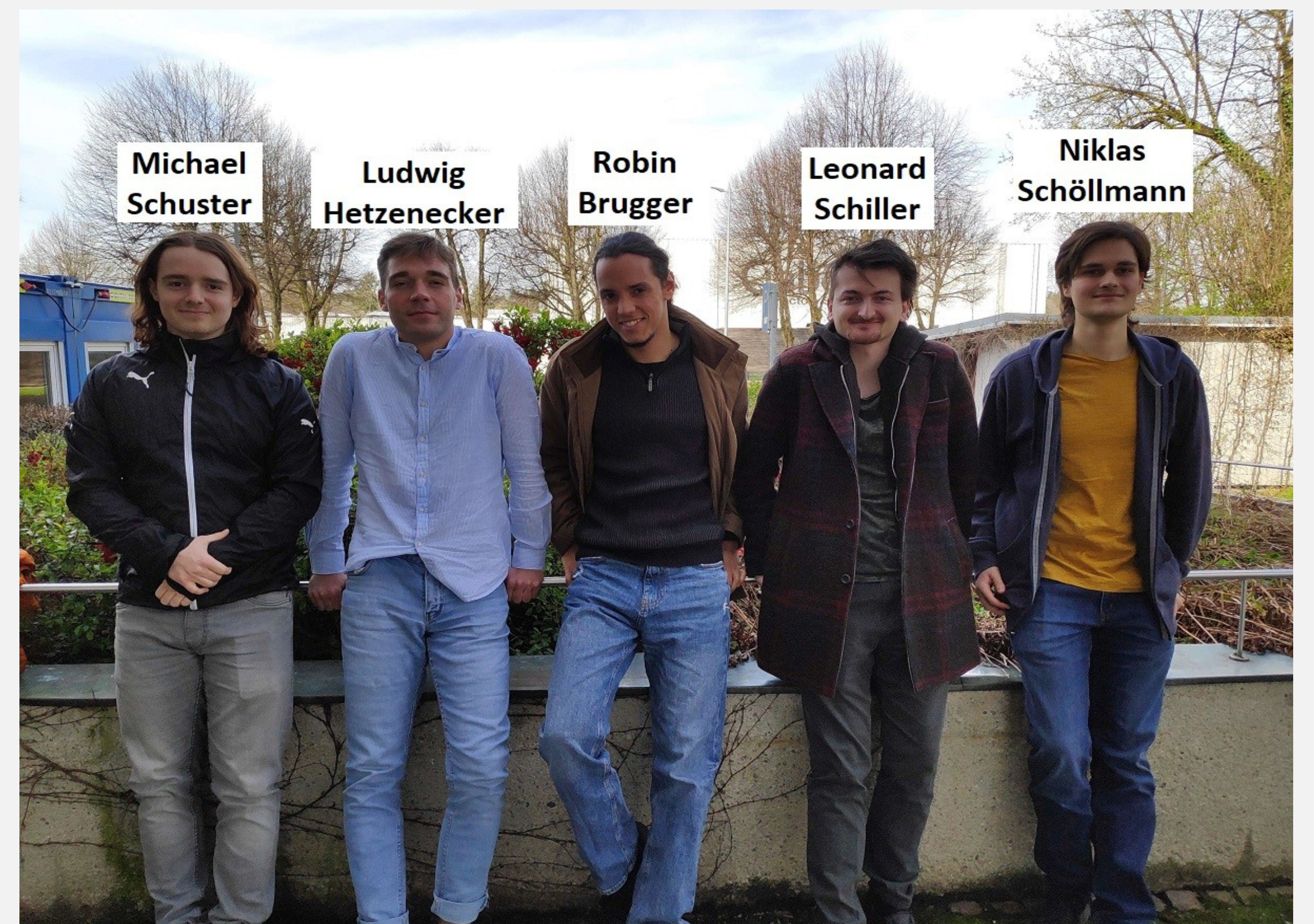


Fig. 1: development team of Project „1337Saber“

### Challenges

- Optimization:  
Constant 75 frames per second to avoid motion sickness
- Synchronization:  
Consistently follow player motions and trigger events despite high velocity movements

### VR Assets and Environment

- 3D modelling of customized assets in Blender

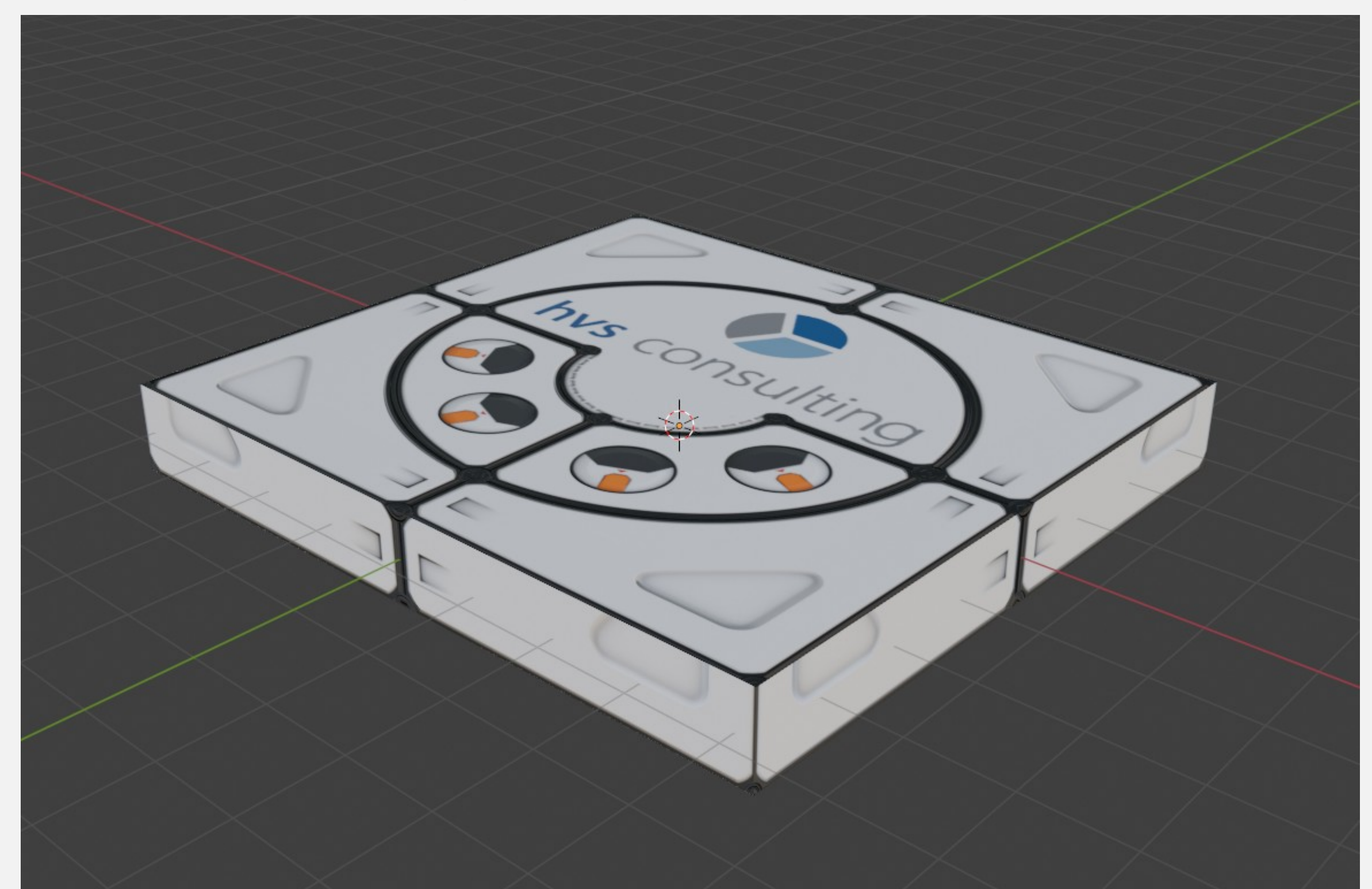


Fig. 4: client branding on the main platform

- Mix of marketplace and original assets

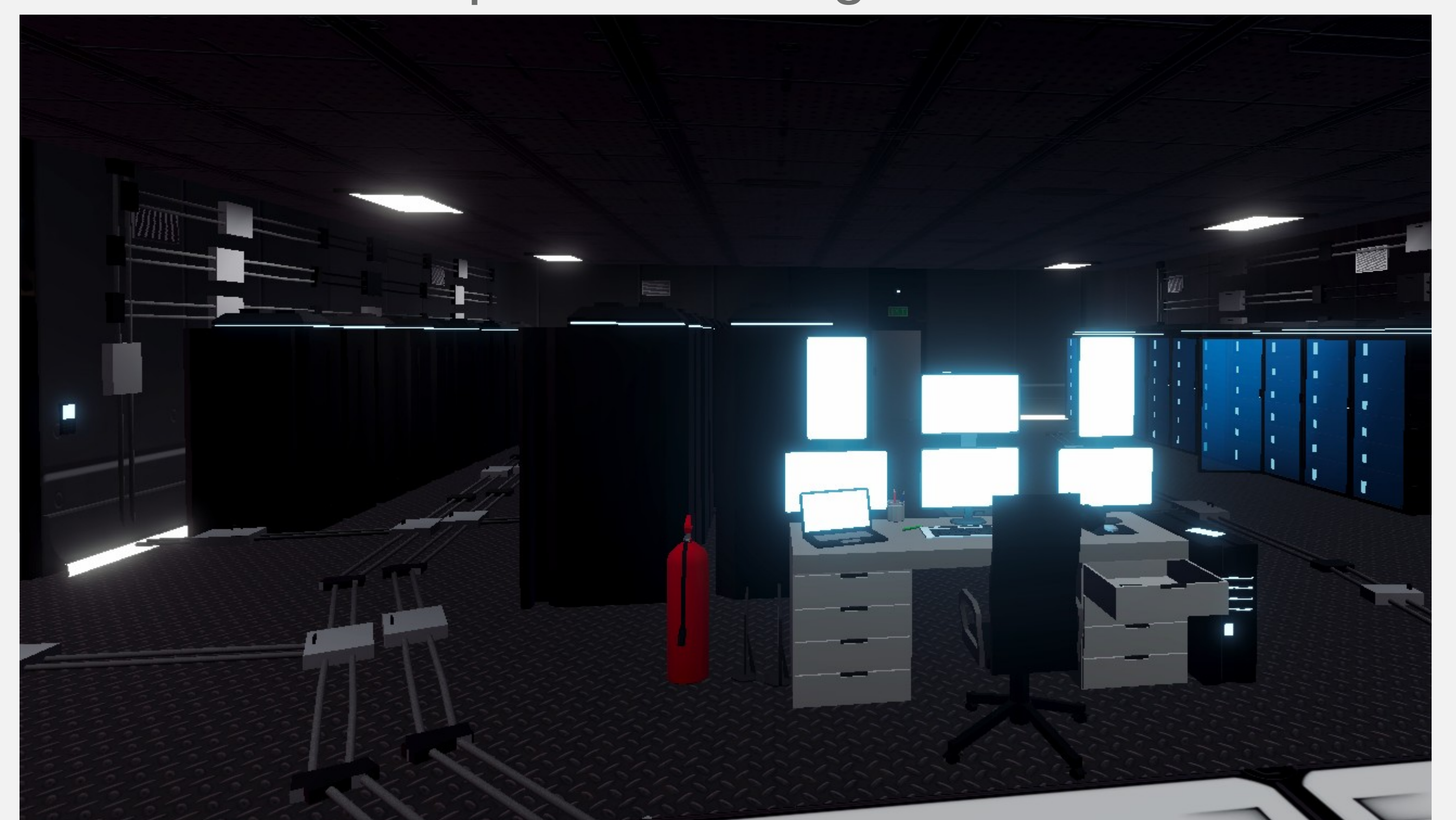


Fig. 5: secret server farm environment, protect at all costs!