Factsheet

Developer: Philipp Sigl, Daniel Wiendl, Arnold Holler, Christian Höll, Melanie Bartl.
Based in Salzburg, Austria.
Release Date: Spring 2022 (planned)
Hardware Platforms: Oculus Quest, Oculus Quest 2, Oculus Rift, Oculus Rift S.
Release Platforms: SideQuest, planned: Oculus Store, Steam, Itch.io
Links:
> FH Portfolio: https://portfolio.fh-salzburg.ac.at/projects/2022-help-yourself
> SideQuest: https://sidequestvr.com/app/724/help-yourself
> App Lab: https://www.oculus.com/experiences/quest/4089073041145597/

Description

Solve action-packed FPS puzzles by cloning yourself and playing around with time!
Help Yourself is a puzzle shooter where you must work together with yourself - be your own best teammate! Every action you perform in a time loop is precisely replicated by a clone of you in the next loop. You have to cleverly plan ahead and cooperate with your clones across multiple timelines.

History

Help Yourself was developed by Philipp Sigl, Daniel Wiendl, Arnold Holler, Melanie Bartl and Christian Höll during their Master's degree at the Salzburg University of Applied Sciences. The five students of the class of 2019 started development on Help Yourself in Spring 2020 using the Unity game engine. Help Yourself was first publicly released onto SideQuest in June 2020.

Features

- Innovative cloning and time loop mechanics that push the boundaries of what is possible in VR!
- Unique blend of digital and analogue art styles
- Perfect for VR beginners and experienced users - easy to pick up, but challenging to master
- Comfortable movement
- Game is still in development - new content and level editor coming!

Recognition

We released a prototype version of Help Yourself on SideQuest in the summer of 2020 and have been continuously updating the game since then:
https://sidequestvr.com/app/724/help-yourself
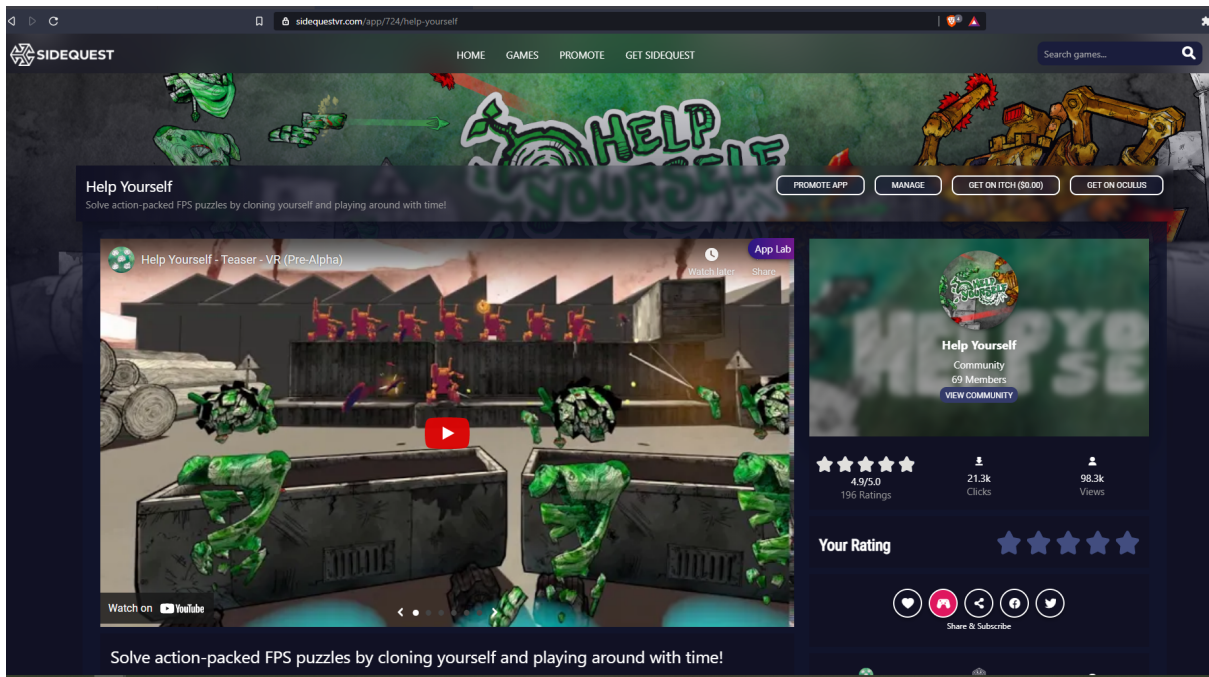
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Team

Melanie Bartl, BA
Art Direction, 3D Art Lead und
Grafikdesign

Daniel Wiendl, BSc
Technik-Lead, Projektarchitektur
und Programmierung

Philipp Sigl, BSc
Level-Design, Level-Editor und
Programmierung

Arnold Holler, BSc
VR Experte, VR-Interactions und
Programmierung

Freelancer:
Christian Höll, BA
Sounds und Musik

Contact

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