Project Hephaestus

# Overview

Interactive VR game covering the history of blacksmithing as an educational tool.

Progress through different time periods learning new techniques and unlocking new materials.

In depth interaction covering all parts of blacksmithing including refuelling, temperature moderation, hammering techniques, etc.

Quality levels for created items based on how well they were made (common, uncommon, rare, legendary) resulting in equivalent reward.

Weapons, armour, tools and items based on time periods and areas.

# Team members

Clement Smith – Creative Director

Jack Denne – Lead Designer

Lizzie Briggs – Technical Director

Ian Barrow – Lead Engineer

Alex Southall – Art Director

# Research points

UI and VR

Mechanics and interaction

Time periods and localisation

Blacksmithing process

Localised Blacksmithing techniques

Materials