

REFLEX RUSH

Title	Reflex Rush
Concept (50 words)	A purposefully crafted game engineered to cultivate and enhance individuals' reflex capabilities. Engage in a dynamic gaming environment, negotiating intricate obstacle courses and responding adeptly to unforeseen challenges. With each progressive level, 'Reflex Rush' refines cognitive speed and precision, providing an immersive and formalized platform for the deliberate improvement of reflexes.
Purpose of application	The primary purpose of the application is to serve as a dedicated tool for refining and enhancing users' reflex abilities.
Engineering principle mapped	<ol style="list-style-type: none">1. Iterative Optimization: Users navigate dynamic obstacle courses.2. Measurement and Analysis: Reflexes are actively measured through gameplay outcomes3. Cognitive Speed and Precision: Reflex improvement aligns with the broader goal of enhancing cognitive speed and precision.
ARVR Techniques used	<ol style="list-style-type: none">1. Spatial Mapping2. Dynamic Obstacle Manipulation3. Unity
Societal importance of the idea	It can help children with special needs build a good reflex. It can help improve cognitive health in people of all age groups. Quick reflexes are crucial for avoiding accidents and responding promptly to unforeseen circumstances.

WORK GALLERY

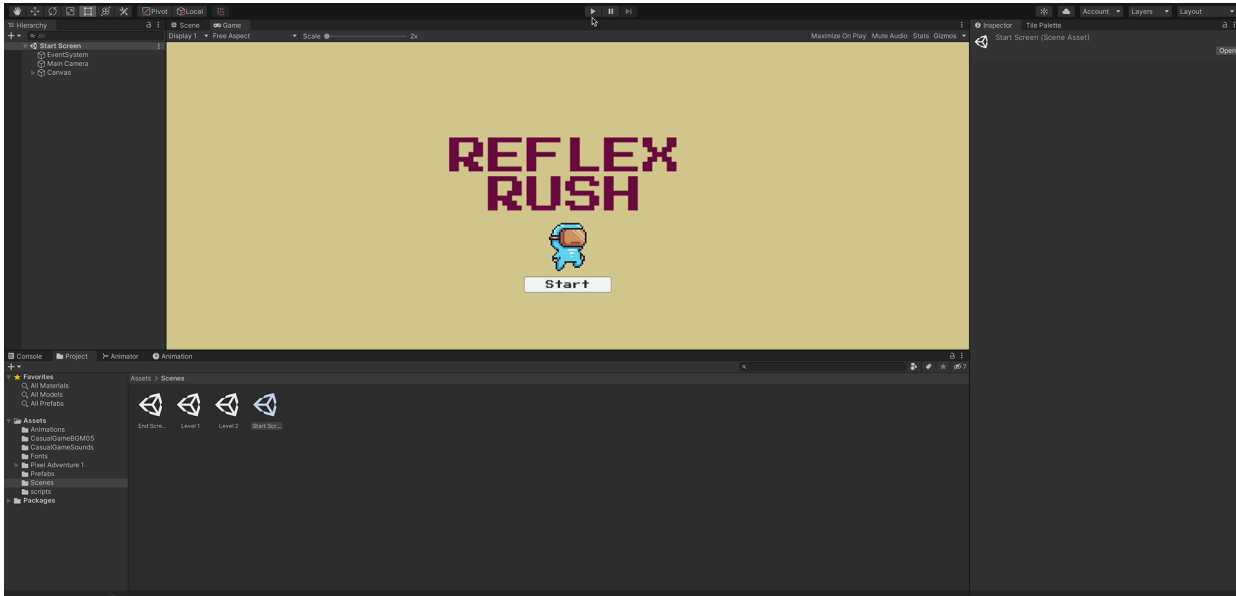


Fig:1 Developed Scene using UNITY

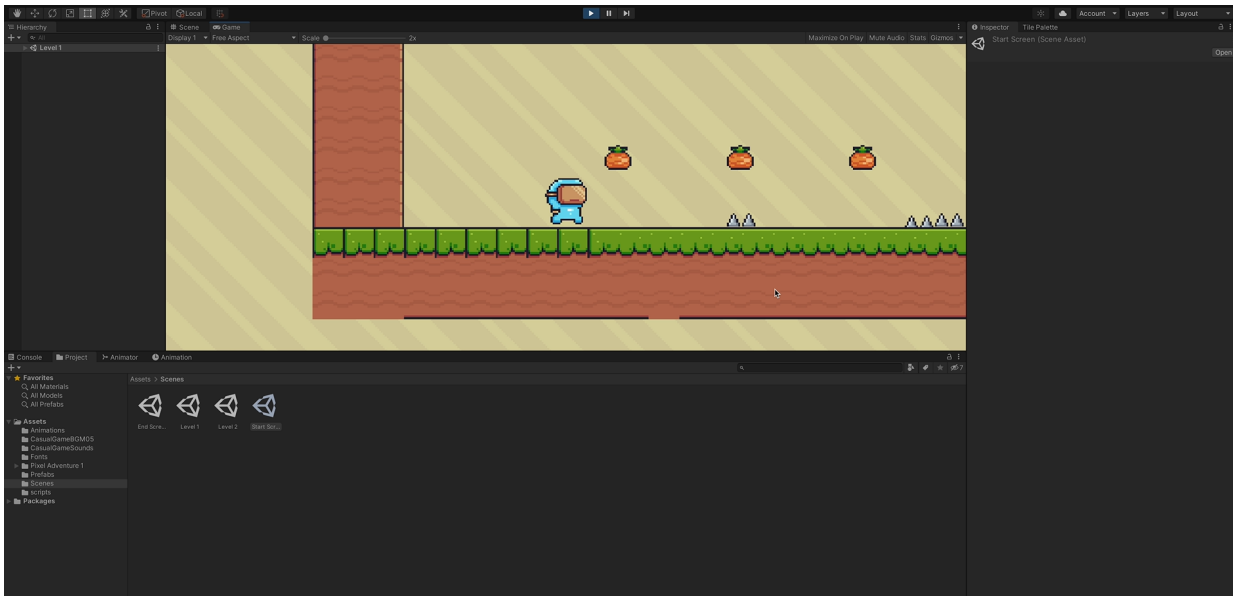


Fig:2 Game Scene using UNITY

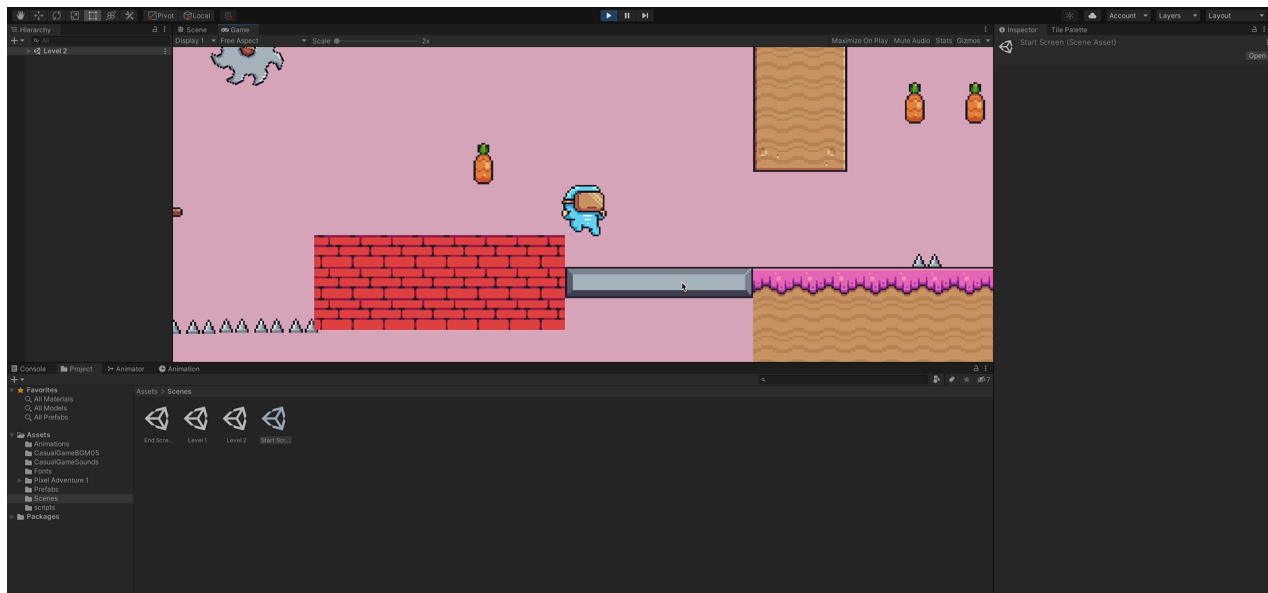


Fig:3 Game level 2 Scene using UNITY

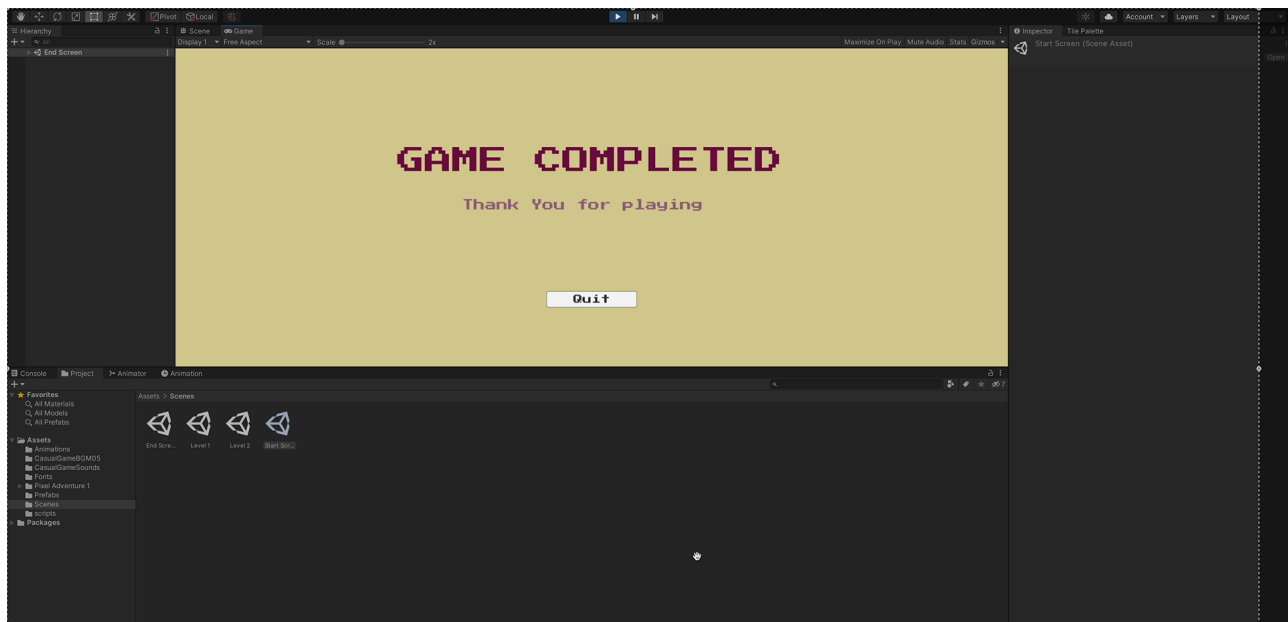


Fig:4 Game Ending Scene using Unity