I aim to create a puzzle game in the Unity engine using c#. The game will consist of several puzzles. A mixture of set levels where puzzles and their solutions have been predetermined and possibly randomly generated puzzles for the player to complete will be included in the gameplay. The platform I have chosen will be VR. I will use an Oculus quest 2 to test and develop the game. Because I will be using the quest 2, I will be able to take advantage of and use one of its features, hand tracking. To accomplish this, I will use the Oculus integrations asset package, which includes code required to implement hand tracking into games. I will not be writing this myself as this would be unnecessary.

One of the reasons why I wish to do this is because hand tracking is not a common feature in VR games for a multitude of reasons. Mainly it is still in early development, and I would assume features like player movement are a lot harder to implement with games that use hand tracking due to the lack of joysticks and interaction buttons. I will attempt to create movement with the use of Interactions. Which allows a developer to set up commands using hand gestures. This will be one of the features of the application I wish to develop.