# Possible puzzles to add:

Tetris

Tetris like cube puzzle game eg = <https://www.oculus.com/experiences/quest/2264524423619421/#skiptag?utm_source=rakuten&utm_medium=affiliate&utm_campaign=kXQk6.ivFEQ-jl6tneggsBqsooPX0TgEUg&MID=43993>

Chess - Eight queen puzzle

Sequence of lights (memory game)

Could make the game entirely with chess puzzles as there are many.

# Puzzle Ideas Expanded:

## 8 Queen:

### Objective:

Place 8 queens on the chess board so that no 2 queens attack each other.

How I will do it:

Store detector cubes with the cubes that the queen could move to/take(attack) in an SQL database.

When queen is placed onto a square check to see where other queens are, using their detector cubes if the cube that the other queen is standing on is in the list of squares of the placed queen then they both can attack/take each other and that solution is not valid.

# Requirements:

## Code:

Game uses hand tracking, which is implemented using oculus integrations, the unity library.

Uses oculus hand tracking gestures to facilitate movement and other interactions within the game.

## UI/User experience:

User interface including, menu, about page, how to play each of the puzzles

## Gameplay:

Has a selection of puzzles.