**Final Project Plan**

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**Experience:** VR

**Toolstack:** Unity or Unreal

**SDK:** Steam VR or Unreal VR SDK

**Hardware:** Windows MR Headset

**General Idea:** In order to keep the feel of the experience cohesive, we wanted to keep player movement to a minimum, as we felt that both typical stick-based movement and teleportation both didn’t really cut it for immersive movement. This may be circumvented if we explain that the player is in some sort of vehicle- we could even have tank controls to make more sense of it.

**Ideas for Experience:**

* Some sort of puzzle or obstacle course where the user would be able to switch between on the ground and bird’s eye perspectives.
* Similar idea, but more of an RTS game where you can control units from the bird’s eye view, but also switch a grounded view to be next to them.
* A fishing game in VR, making use of motion controls for casting and reeling