For my midterm I plan to create various different worlds for users to walk through and experience. I plan to do this by creating a hub world that would link all the other worlds. The way to access the worlds will be through paintings much like how Mario 64 and Dark Souls do it. The different worlds will be based off of an environment befitting of the mechanic being used there. This would mean a more medieval environment when having bows or swords as the mechanic, a futuristic setting when using a gun, and a portal-like theme for puzzle areas. The hub will feature paintings that will take you to different worlds, and the paintings themselves will have an artwork representing the things in that world. My main method of moving will be teleporting, but I would like to include normal walking into the game as well. This would be done by holding forward on the touchpad, or forward on the joystick for rift controllers. While I would like to make my game more of an experience through a beautiful land trying out different things along the way, I feel that this may be too much for me to cover in the midterm, and I may save this part of the game for the final if I choose to continue developing this game. I will instead focus on the functionality and try to include some setting for the game, though they may lack textures. For functionality, I plan to create more of a puzzle game where you have to find and collect a certain amount of objects to spawn the exit. This means that I will have to be able to create the objects, collect them, and spawn an exit. I will also need to make sure that the method to collect the objects doesn’t feel too weird in VR.