I have finished developing the game to a state I feel would be presentable for a midterm. I have added a way for the player to move, an objective for them to pursue, and multiple levels accessed through different gateways. I like how the notes turned out and I really like how I was able to learn about shooting with raycast for my second world. My hub world also had the paintings I wanted to travel between worlds, although they’re just empty frames for now. Some things I would have liked to have been able to implement was a way to properly move around the level without teleporting. By that, I mean without feeling very sick. Another would’ve been to add textures to everything, but I feel that only completing part of the texture would make the game look worse. Overall, the experience of creating a game for the first time, and a VR one at that, was very fun and I feel that a I learned a lot doing it. I think that I will stick with this project and further develop it for the final, although that may change after the AR lessons.