Minigame Writeup

This minigame is a representation of the general theme and type of game I plan to make for my final VR prototype this semester called Abrasive Gunner. This game includes elements of a first person shooter as well as a shoot and loot game loop (loot to be implemented at a later date). The general idea of the game is to run around and navigate an environment, whether that be to shoot down doors or run through dark caves, or just shoot enemies with varying health points and collect loot as you go. I already plan to implement this into my final prototype because this game file is the base file I will be building upon throughout the rest of the semester. The primary takeaways from this minigame are the UI elements, movement, gunplay, and enemies I created and plan to implement a variety of changes and spins on these things in the future project. The assets used in this project were built by me and made for both GIMM 350 / GIMM 400.