VR Game Plan

Training Course

Gaze Based Interaction

Splinter Cell – look at the lights to set up UI

Controller Based Interaction

Use of weapon or tools

UI Interaction

Menus

Scene Management

Organise hierarchy

Have multiple scenes

Character Movement

Teleport

Stick

Physics, Lighting and Effects

Lights to look at

Block moving puzzle

Bullet impacts?

Player Comfort

Teleport

Vignette?

Optimisation

Low Poly

Batching