**Research Report**

**Computer Games Development**

**Year IV**

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**Date of Submission:**

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**Acknowledgments**

*I would like to thank the following people who assisted in completing this project including;*

**Project Abstract**

Using Crypto and NFT as a game mechanic for fun.

*Replace this text with an appropriate Project Abstract.*

*This section should introduce the problem domain and clearly identify, justify and explain the solution(s) chosen. Care should be taken to ensure that the summary clearly demonstrates the writer’s expert understanding of the problem domain.*

Creating a VR game in unity, with a lot of fun mechanics

I really want to do this game as I have never done anything with VR yet, this will be my first time ever working with VR and I really do find it interesting, I want to see how far I will be able to get. Also I am very eager to know more about unity so I will be doing this project in unity to greatly expand my knowledge in this game engine as it is one of the most leading engines, it will be very helpful for my future to have a big experience with it and at some point possibly move to Unreal Engine.

Possible problems with the game

Pproblem I am concerned about is how will physics and motion look in the VR, as a lot of people can get motion sick, as my character should be able to fly, I will have to play around with numbers to make it comfortable for whoever will play the game

Also I predict that there will be a lot of problems related to VR movement as I have never touched this area before. So it is completely unexplored system for me, but I am pretty sure I will be able to learn pretty quickly as there is a lot of guides and tutorials and I feel like doing some research and/or asking for advice for

**Project Introduction and/or Research Question**

**Literature Review**

*Replace this text with an appropriate Literature Review.*

*The literature review places your research in context.  You aren’t the first person to investigate or research a particular topic.  Present a short literature review with the following goals:*

* *Give the reader a good overview of the key concepts;*
* *Describe the most relevant work (in your own words) that other people have done in this area;*
* *Use proper academic writing with references.*
* *Show how the existing work influenced your project.*

**Evaluation and Discussion**

*Replace this text with Results and Discussion.*

*Describe the results using diagrams such as graphs etc. as appropriate, and discuss what the results mean.*

*Example: Results indicate that once the threshold gets over a certain point it significantly reduces player performance and player experience*

**Project Milestones**

*Replace this text with Project Milestones.*

*Key project milestone dates and measurement on schedule, was project schedule adhered to, effectively planned for delivery on-time or ahead of schedule if appropriate.*

**Major Technical Achievements**

*What are your major technical achievements?*

**Project Review**

*What went right? What went wrong? What (if anything) is still outstanding/missing (i.e., still left to do)? If starting again, how would you approach this project differently? What advice would you have for someone attempting a similar project in the future? Were your technology choices the right or wrong ones? If you chose the wrong technology, provide justifications for why you think this. What were the implications of your technology choices?*

**Conclusions**

S*ummarise your work and findings.*

**Future Work**

**References**

**Appendices**

*Replace this text with Appendices.*

*This might include ethics application and other relevant material e.g. copy of any questionnaires used.*