VR Game:

Congratulations! You've just been hired by Faucet Games to create the next big VR experience. Unfortunately, they've brought you in to a bit of a mess. The old development team quit and left you with nothing to work with except a scarily close release date. You need to create a new game in a short period of time that meets the following requirements:

1. Game must be 3D

2. Game must utilize the Oculus VR headset and Oculus Touch™

3. Your game must have the ability to pick up objects in the scene using the Oculus Touch™ as your hands <https://www.youtube.com/watch?v=tGZgJ5XtOXo>

4. The theme of your game has already been hinted at in the markets, so you have to stick with it: An escape room style game with neon/glowing elements (example: <https://www.youtube.com/watch?v=ctmqr_8esT0>) Your area should be fully enclosed

5. Difficulty modes. From the main menu you should be able to select Easy, Medium, or Hard modes (or equivalents. Naming them is your job)

6. Game should require a series of at least 4 events be completed in order to win. Not just "Collect all 5 stars" but complete task 1, move to task 2, etc.

7. Game should be shared with teammates and Mr A on Github (MrAdelmund is my username)

Unfortunately, your company is very strapped for cash and therefore can't afford to purchase a ton of VR headsets. As such, you will need to schedule when you would like to use the headset at least 1 day in advance to test your game.

If you are confused about any element described above, save your questions and bring them up when I'm back in the classroom. You should have plenty to work on until I get back, then we can resolve any issues.