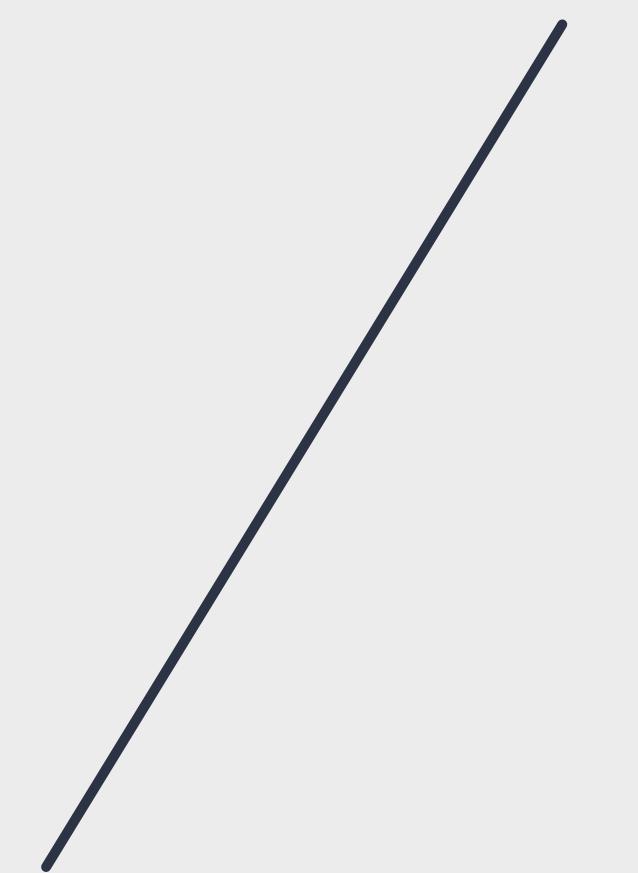


- AVIR is a VR fighting game, built using the Unity Game Engine it runs on all standalone VR headsets and uses controllers to track the hands of the players.
- While playing AVIR players can fight against AI enemies that react according to the movements of the player. When users run the application they are greeted with a menu where they can select the game mode they want to play.
- AVIR currently provides two game modes, one being a survival ladder where players have to fight against multiple enemies and after beating a set of them they advance into the next stage.
- The other game mode is a quick match mode where users select the environment they want to fight in and have a quick match. AVIR is an immersive project where the player can move around in the environment and the enemies follow the player. Enemies have multiple different attack moves and can block the incoming attacks of the player.



PREPARE  
TO FIGHT!

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