Final Project

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Concept

- This VR project is a game where the player stands motionless in one place and shoots back from advancing opponents. The player will need to aim, reload, and use other in-game objects using controllers

Reference
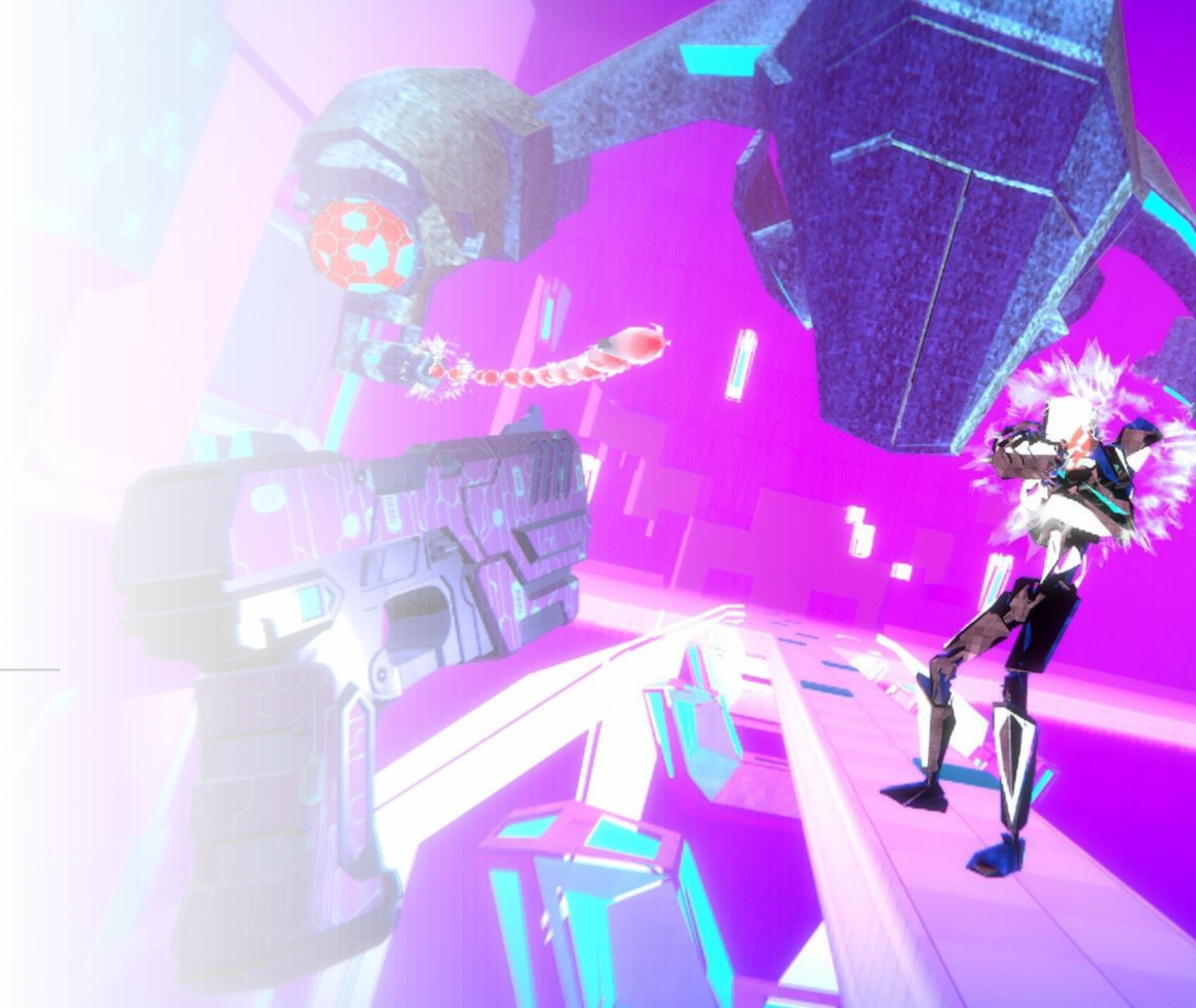
Pistol whip

onward VR

Polygon

A place where you can test all your weapons

Endless mode

Use chosen weapon to survive as long as you can

Contributers

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Tools

Unity	
GitHub	
Adobe Photoshop	
Blender	

Thank you!