Alien Defense

A simple VR shooter where players must grab weapons from the ground and defend themselves against waves of incoming aliens.

- **Immersive Gameplay:** Players physically grab guns from the environment to fend off alien attackers in a fully immersive VR setting.

- **Optimized Performance:** Built with Unity's Universal Render Pipeline (URP) for better performance and smooth gameplay.

- **Enemy Pathfinding:** Implemented NavMesh components to calculate the enemies' paths, creating dynamic and engaging combat scenarios.

- **Beta Testing:** Currently in beta on AppLab, with testing conducted on the Oculus Quest 2, refining user experience and performance.

Check it out here.

Skills/Tools: Unity, URP, Oculus Quest 2, NavMesh, VR Development.