

Portfolio - Unity

UHasselt - KULeuven

Augmented, Mixed and Virtual Reality

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Shooter game

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Implemented features

- Walk around the VR scene
- Snap gun to players hand
- Shoot bullets from nozzle
- Create moving target
- Create menu that follows the player
- Dress up the scene → Add background world
- Add audio for gunshots
- Add audio for bullet collisions

Github repository

<https://github.com/GitteV-2159432/Shooter>