# Final Report

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## Abstract

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## 

## Main body

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### Introduction

The purpose of this project was to create a Virtual Reality game made using Unity3D, intended for use with the HTC Vive HMD (Head mounted display).

Although there is no definitive intended client at present, there are many potential ones. Small innovative indie games can often end up on digital distribution platforms such as Steam after being noticed by online communities such as Steam Greenlight. In this case the intended client is any consumer interested in pc gaming, particularly those who are interested in small-scale, innovative games.

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### Background, objectives, and deliverables

Background

The predominant objectives whilst undertaking this project were to develop skills relating to Game development. These include but are not limited to Game Design, asset creation/3D modelling and proficiency in specific software such as Unity3D and Blender. In addition, carrying out a project of this scale from start to finish has provided invaluable experiencing in managing a solo project

I have gained experience in development methodologies, effective versioning using GIT, bug tracking and time management

### Literature review (if applicable)

### Method of approach

### Legal, social, ethical, and professional issues

### Project management

### Stage 1

### Stage 2

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### Conclusions

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### User Guide

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### Other materials (UMLs, designs, test results)

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