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## *Night Time Mosquitos VR Experience.*

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### **Game Concept:**

You see beautiful natural scenery at night. There are animals standing and you have a horse. Nice fire. And then you get annoyed by robot mosquitos that you need to shoot down with electromagnetic waves that have the right frequency.

### **Target Platform:**

Oculus for now.

Cross-Platform (VR Standard Assets).



### **Game Mechanics:**

Click to shoot down mosquitos. Punch them. Adjust the frequency of your waves by dials on the device (Laser shooter).

- Reticle for gaze-based interactions
- You don't move much.
- They stop before they reach you. But their sound is annoying.

### **Assets:**

**Sound:** Sound of fire cracking, laser shooting, nighttime bug sounds, sound of mosquitos, mosquitos getting shot.

**Models:** Mosquitos, nature, fire, animals, weapon, skybox, trees.