Exercise #3: Locomotion

Objective
Create a VR environment where users can move around by teleporting using the Blink component (or similar locomotion method).
Design an obstacle-filled world that requires movement to explore different areas.
You may implement it in A-Frame or Unity.

Instructions
Use the Blink component from [A-Frame Blink Controls](#) or an equivalent teleportation system.
Build an obstacle course or structured environment (e.g., platforms or walls) that encourages users to move and explore.
Ensure that all areas are reachable through teleportation.

Deliverables
• Link to the working VR experience
• Short README file explaining your locomotion setup and the design of the obstacle world

Bonus Points
Add environmental audio cues that guide exploration.