Final project: Open-source modern first aid simulator

Problem: currently no free and open source first aid simulator, no simulator uses modern graphics, and none have NPC interaction or account for human behavior of crowds and individuals.

Current first aid simulator have many problems such as;

* outdated and unrealistic textures both for human characters and all assets in the environment (“toony” like colors).
* empty environments, in real life anyone responding to an emergency situation need to deal with many different people nearby, some may form crowds, others may panic i.e. simulators need to account for human behavior for both individuals and in crowds.
* unrealistic as well as outdated environmental lighting.
* poor, unnatural-robotic animations.

Moreover, a disadvantages of classroom first aid training is that it cannot stimulate a chaotic and tense environment which occur during an emergency.

In this project I will start by creating at minimum one realistic environment/scenario (remote village) where a cyclist has had a sudden cardiac arrest. I will be able to create more once I have understood the mechanics of the first scenario I build.

The simulator be in first person mode and be made with the unity engine. I am currently learning how to use the engine, I am familiar with the whole 3D content creation pipeline. I currently have suitable hardware (an Alienware 15) and software (3Dcoat, substance painter, akeytsu, reallusion character creator 3). I will also be using assets from the unity asset store to assist in development as well.