# **VR Headset**

About the project:

Goals:

* To create a basic VR headset with the main feature of 3D orientation that could be used in VR supported game (hardware and software), that can be built by almost anyone (small kid can’t for example)
* By connecting the device and installing the software supported game will be able to recognize the device as VR headset.
* Expected time to have an working prototype: March 9th 2021   
  Expected time to have the finished product: June 1th 2021 (a week before presentation day)

Scope:

* Device hardware: list of materials, how to build guide.
* Software: software file, installation guide.
* Demo: controlled demo for testing.

Requirements:

* Essential: working headset in the controlled environment.
* Desirable: working headset in supported vr games

Milestones:

* Getting the hardware assembled
* Basic software to communicate with the hardware
* Device working in a self-made demo
* Device working in supported games

Statement:

This project is aimed towards gamer who want to take there gaming experience to the next level but have limited budget and PC specs.  
due to being open source the product can be modified to the user desire unlike other vr headsets on the market, from hardware to software the user will be able to know exactly what is going on and to have full control over the device.