# Untitled VR Game Concept

Disaster Survival Training

## Weather API Integration

Use an API to fetch real-time weather data based on the player's location.

## Disaster Selection

Based on the fetched weather data, determine a corresponding disaster scenario. For instance:

* If it's raining heavily, simulate a flood scenario.
* If it's windy, simulate a tornado or storm.
* If it's extremely hot, simulate a wildfire, and so on.

## Scenario Room Generation

Create different rooms/scenarios that represent various disasters. These rooms will be dynamically chosen based on the current weather conditions.

## Player Interaction and Instructions

* Place the player in the chosen scenario room.
* Provide instructions and tasks on how to combat or survive the simulated disaster.
* Incorporate interactive elements and challenges specific to each disaster scenario (e.g., building barriers in a flood scenario, finding shelter in a storm scenario).

## Game Progression

* Consider adding levels of difficulty or different disaster scenarios as the player progresses.
* Provide feedback and scores based on how effectively the player handles each disaster.

## Visuals and Immersion

* Utilize VR technology to create an immersive environment that mimics the chosen disaster scenario realistically.
* Implement realistic weather effects, environmental sounds, and visual elements to enhance the player's experience.

## Safety Considerations

* Provide clear instructions and guidance to ensure the player's safety during the simulation.
* Include safety tips and information on handling real-life situations similar to those in the game.

## Testing and Iteration

* Regularly test the game to ensure accuracy in matching weather conditions to scenarios and to refine gameplay mechanics.
* Gather feedback from players to improve the experience and make it more engaging.

## Asset References

* Floor texture - <https://architextures.org/textures/334>
* Wallpaper texture - <https://architextures.org/textures/1557>