# 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.

## Planned Scenarios

* Flood (rain)  
  - Find a bucket  
  - Use bucket to scoop out water before room floods.
* Tornado (win)  
  - Find planks  
  - Make shelter.
* Power outage  
  - Find a torch  
  - Find fuse box  
  - Flip switches.
* Fire (Hot temperature)  
  - Find tool  
  - Break window  
  - Jump out.#

Idea for improvement in report would be combining the missions when weather is combined.

## Asset References

* Bedroom - <https://assetstore.unity.com/packages/3d/environments/minimalist-archviz-bedroom-131093>
* Rain effect - <https://assetstore.unity.com/packages/vfx/particles/environment/rain-maker-2d-and-3d-rain-particle-system-for-unity-34938>
* Snow mountain - <https://assetstore.unity.com/packages/3d/environments/landscapes/snow-mountain-24690>
* Tornado effect - <https://assetstore.unity.com/packages/vfx/particles/environment/ez-tornado-203025>
* Lighter - <https://assetstore.unity.com/packages/3d/props/cigarette-lighter-pbr-106937>
* Candles - <https://assetstore.unity.com/packages/3d/props/free-halloween-pumpkin-props-235332>