1. 3D Character Models  
   Overview: main character, Sub-main character and 1 monster are completed  
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   1. Modeling  
      Adobe Fuse CC (Free License) and Autodesk Maya 2016 (Student License) are used to model and texture human-like characters, including texturing. They provide a library of models and variables to customize every unique human-like character.
   2. Rigging & Animating  
      Mixamo (Online Free Tool) is used to rig and animate human-like characters. It provides a library of assets of animations. Also a pretty amount of default characters are provided as a starter kit for beginners. In this project, some monsters characters come from the starter kit.
   3. Importing  
      Unreal Engine is the game engine used to build our game. Characters are imported and animated using its animation blueprint function. Every character can move, run, attack, jump, etc.. smoothly by using this function.
2. Architecture Models  
   Overview: 5%-10% static models are completed
   1. Modeling  
      Autodesk Maya 2016 (Student License) is used to model static models
3. VR  
   Overview: need tuning for better user experience  
   1. Hardware gears  
      For development purpose, Trinus VR (free mobile app) with Google Cardboard (cheap VR gear) is used. Via online connection, game screen can be displayed on mobile (or gear) in VR mode.  
      In
   2. Software implementation  
      By default, VR plugins are provided in Unreal Engine, and thus VR function can be activated flawlessly without extra settings needed.