# COMP3000 Computing Project

## 2021/2022

### Project Title

Implementation of Non-Euclidean Level Design as a Solution for Dissonant Locomotive Techniques in Room-Scale Virtual Reality.

### Links

Source code: *GitHub or equivalent authoritative version control system*

### Project Vision

This is for game developers whose current movement mechanics have negative consequences on their player’s experience. The pseudo non-Euclidean solution is a type of locomotion that should allow the player to explore an entire in-game level without leaving the allocated floorspace in their physical playing area. This is achieved through implementing levels with illusions, portals, and hiding virtual rooms inside virtual rooms.

### Risk Plan

*Identify here potential risks to your project and outline how you will address those risks. For further information view the risk management resources provided in support materials section.*

### Proposed Gantt chart

*Identify here your proposed work packages and how they will fit together over the time you have available. This is a high level estimate.*

### Keywords

*Provide keywords for your project to enable searching*

VR, Virtual Reality, Unity, Game Development, Non-Euclidean, Level Design, Room-Scale, Locomotion, Portals, Hyperbolic, Elliptic, Geometry, Movement