**Puzzler Game**

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Built using:

Unity game engine v2017.2.0f3 on a Windows 10 machine

Google VR SDK for Unity v1.110.0

Resonance Audio (by Google) SDK for Unity v1.0.0

An android 6.1 OS device

**Introduction**

This game was built as a part of Udacity VR development Nanodegree course. It is a memory puzzle game.