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### Project Report

The project idea was to implement a minecraft world into the VR world using mineways. I couldn't figure out mineways because the software was deprecated, so all the tutorials used older versions of unity 3D. I decided to make a cartoon-looking area with a few trees, grass, and a gun to shoot. I had some issues with connecting my unity 3D with the headset so I wasn't entirely sure if the vr world was working. I wanted to implement the gun to shoot bullets and have collisions on those bullets. Overall, I simply started too late, I thought implementing the gun would be as easy as doing it in the FPS version, but I realized they have completely different camera settings and so binding the action keys also was different.