**Title: -** Survivor: “*Fire Game*” by *Upkar Dahiya*

**Goal: -** In this project, my main focus is on to make the user learn how to use a fire extinguisher during the critical situations within a small span of time.

**Things you should know before playing this VR game?**

* **What is fire extinguisher?**

**Ans.** A portable device that discharges a jet of water, form, gas or other material to extinguish a fire.

* **How to use a fire extinguisher?**

**Ans.** Fire extinguishers operate using the following P.A.S.S. technique: -

1. PULL... Pull the pin. This will also break the tamper seal.
2. AIM... Aim low, pointing the extinguisher nozzle (or its horn or hose) at the base of the fire.
3. NOTE: Do not touch the plastic discharge horn on CO2 extinguishers, it gets very cold and may damage skin.
4. SQUEEZE... Squeeze the handle to release the extinguishing agent.
5. SWEEP... Sweep from side to side at the base of the fire until it appears to be out. Watch the area. If the fire re-ignites, repeat steps 2 - 4.

**Note: -** If you have the slightest doubt about your ability to fight a fire.... *EVACUATE IMMEDIATELY!*

**How to play and control this game?**

* **Camera Controls: -**

1. Alt + Move Mouse= Change Yaw/ Pitch
2. Ctrl + Move Mouse= Change Roll

* **Player Controls: -**

1. Forward: - W or Up Arrow
2. Back: - S or Down Arrow
3. Left: - A or Left Arrow
4. Right: - D or Right Arrow

* **Trigger Controls: -**

1. Left Click or Ctrl

**Requirements: -**

**System Requirement: -**

* Windows 8.1 (AMD) or Windows 7 (NVidia)
* CPU: 5-2500 equivalent or greater
* System Memory: 4GB RAM or more
* Video card: NVidia GeForce GTX 650 or greater with NVENC support

or AMD Radeon 7750 or greater with VCE 1.0+ support

* Mobile phone: Android 5.0+ smartphone
* Cardboard viewer: Any cardboard-compatible mobile viewer
* Connection: 2.4GHz Wi-Fi router or USB 2.0 cable

**Other Required Items: -**

* **Headset: -** HTC Vive/ Oculus Rift/ Google Cardboard/ Gear VR
* **Input: -** Tracked motion/ Gamepad/ Keyboard and Mouse
* **Play Area: -** Seated/ Standing/ Room-scale.

**How to set up this Cardboard on Android phone?**

* **Check phone requirements**

1. To use Cardboard with an Android phone, your phone’s version should be 4.1 or higher.
2. To see whether your phone will work with a specific viewer, check the viewer's website.

Note: If you get a device incompatible message, you may not have a phone fitted with a gyroscope.

* **Start to use Cardboard**

1. On your Android phone, open the Cardboard app Cardboard.
2. To pair your phone with your viewer, on the right, tap the Right arrow Right arrow.
3. Use your phone's camera to scan the QR code on the Cardboard viewer. You might need to remove the cardboard sleeve to find the QR code.
4. Open the top flap of the viewer.
5. Lift the flaps toward you and press them against the fasteners on the sides.
6. Put your phone inside the viewer, and then close the top flap.
7. Before you look through the viewer, look at an object that’s far away.
8. Close your eyes as you bring the viewer up to your face.
9. Follow the instructions on the screen to begin using Cardboard.

**What the user will learn: -**

In this game, User will learn how to use a fire extinguisher. User will be given a limited period of time to extinguish the fire and user must at certain distance to extinguish the fire.

**About the project: -**

In this project, I have created one house model in the Maya along with some props and imported to unity. The major functionality of this game is added in Unity Software. In Unity software, I have done a number of things like props, main player, fire extinguisher, main camera, scripts, prefabs, welcome and exit screen, sound effects, timer and much more without any error in my game.

**Conclusion: -** After completing this project, I want to conclude that I have learned two new professional software (i.e., Unity and Maya Software) from one individual project. In the beginning, this project seems to be impossible for me but with proper management of time and spending regular hours I have finally completed this project without any bug. This would be a great opportunity for me to showcase this project in my resume. I want to special thanks to Dr. Park who give us a chance to do an individual project.