Emergent Gaming Tech project!

Saw type idea;

- Lots of different rooms with random obstacles

- Time limit (If you runout of time you are locked in that room forever i.e. lose condition)

- Complete a specific number of rooms to finish the game which depends on difficulty.

- Multiple levels of difficulty; the harder the mode the more rooms you have to complete and the harder obstacles are.

Technology;

- Procedurally generated map.

- Random instantiation for room content

- HTC VIVE (For looking around)

- Either myo armband / HTC VIVE hand controllers for movement.

- Voice Commands. (Used for voice command specific challenges)