Design doc   
  
Description  
The artefact is a room based maze where the player is tasked with completing mini-games in each room to unlock the next room. Our game takes inspiration from the Saw movies and the TV show jungle run.  
The intended goals of the project is to implement a VR system to look around and leap motion device to control movement.   
  
VR  
VR is a technology that uses a pair of goggles to display an image of a virtual space to the wearer.  
We chose to include this technology in the game because it allows the player to feel more immersed in the game and gives them a way of turning while using the Leap motion.  
  
Leap Motion  
Leap motion is a technology that tracks the hands of the user and used as an input device.  
We chose to use leap motion as the main technology for controlling the player. Because the mini games are different mini games the leap motion allows for the most varied amount of movements in games. The leap motion is also intuitive to the player, such as picking up an object.  
  
Voice  
  
User Requirements   
  
User Guide  
To set up the set up the technologies ready for gameplay, The Vive system is to be set up as instructed by the product and the leap motion need to be attached on to the front of the VR goggles so the users hands are visible to the device.  
  
Description of mechanics