VR Concept doc

My concept is a stealth game where the player must sneak around a level and collect items and not get spotted by guards. An item to disable security guards would be available in some areas. The game could be played in a small play space and would involve the player slightly moving in different directions to hide from guards. There would also be lots of reflective material so that the player can use that to see around corners without being spotted. The player would also be guided by a humorous voice that explains some gameplay mechanics

I am using the oculus rift for this project.

The assets I plan to use are Probuilder and some free assets for security guards, and simple objects for the player to hide behind.

Music by Zachery Cabral

Steel Window by Rakashi Games

Picture frames with photos by 3DFRK

Attack Bot by UIStudios.com

Pipes Kit by Mojo-Structure

Wood Box Pack by Abandoned World