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 or security cameras. The player would have tools that they can access through a menu on their watch to overcome obstacles. The player would find new tools in the level to access new areas and find new tools. Some tools may include an item to temporarily distract guards, an item to disable security cameras, a laser to open air vents, and maybe an item that allows the player to hand from the ceiling. 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.

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 cameras, and simple objects for the player to hide behind