TDR Document

1. **TDR Document** (500 words). Addressing the key themes of your experience and discuss how you developed your work. Include screenshots and discussion of all major Unity classes and environments used. It must refer to the implementation of your techniques.

# Introduction

In this report, I will be describing the major implementations of the techniques employed for development of a VR experience.

I’ve decided to make an escape room game for the VR experience. The objectives of the game are to search each room by interacting with buttons and objects to find pieces of code to memorise. There will be a timer of 2 minutes to find all the pieces and unlock the keypad on the top floor and escape or else you hit game over and restart.

# Gaze-based Interaction (50)

# Controller-based interaction(50)

# UI Interaction(50)

# Scene Management(50)

# Character/ Avatar Movement (50)

# Physics, Lighting and Effects(50)

# Player Comfort (50)

# Optimization (50)