**Player 2wo: A Secondary Journey**

**Senior Project I**

**COMP 4500**

Lewanika Pittman

Amro Tayeb

Steven Jenkins

Jeff Fitih

**Problem Statement**

The main challenge will be designing a game where the A.I. controlled character will have to be programmed with a role that would generally be assigned to the user. This will be a particularly tricky challenge because the main A.I. will need to be programmed in a manner that mimics a typical human user’s behavioral pattern and thought processes. Another challenge will be integrating the entire experience into the virtual reality spectrum. Careful attention to detail must be incorporated when developing VR such as making sure that every object is properly and fully rendered in 3D to prevent the player from losing any sense of immersion. It’s also vital to carefully develop a type of field-view camera motion to prevent any depth-of-field issues or motion sickness with sensitive users.