Vr portion

(**Porting into the Vr integration)**

Will be using unity as well

**(Go into explaining what VR is and the different Vr devices)**

Google cardboard, GearVr, PlaystationVr, Oculus Rift, HTC Vive.

**(Explain that you’ll be using Oculus and why)**

No choice

**(Explain how the controls will work and why the decision was made for the control scheme chosen)**

**Normal locomotion vs teleportation method.**

In the Oculus VR version, the game will be virtually identical to the standard game where the game will be played in the same top-down, isometric view and the player will give the shine and yell commands in the same manner with the main exception being the movement of the player-controlled character. We’ve made a decision to make the player move via teleportation method, which is a control scheme where the player aims a beacon of light at a desired area with the controllers analog stick and releases the stick to teleport to that location. The reason that we’ve chosen this method of movement instead of the traditional locomotion that’s traditionally used in games is because currently, Vr as a whole is still in its early stages and normal locomotion has yet to be properly conﬁgured and gives most users motion sickness, so the teleportation method would be a safer, more convenient method.

**Conclusion**

We will be finishing up on the rest of the enemy designs and maybe doing a bit of polishing up the current designs that we have.

In terms of placement, in the future we will have strategic placing of all enemy character types, interactive objects, like the chests and the weapons, armor, and power ups, and may add a few more ambient objects

As far as

Thank you

Dr. Sekmen for his very military-like motivational techniques.