** Virtual Reality**

**2018/2019 - Fall Semestre**

**MEIC-A / MEIC-T**

**Project 1 - Simple VR scene**

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| **Group #** | *indicate group number* |
| **Student 1** | José Gomes, 89378 |
| **Student 2** | *first\_name last\_name, IST ID (last 5 numbers only)* |
| **Student 3** | *first\_name last\_name, IST ID (last 5 numbers only)* |

**Indicate software versions**

Unity 3D: Unity 2017.1.1f1

GVR SDK for Unity: GoogleVRForUnity\_1.170.0.unitypackage

JDK: jdk 1.8.0\_111

Target API level: *e.g., Level 24*

**Describe the main goal of this project and how the assigned tasks were performed. Always refer to (i) GameObjects and assets that were used; (ii) the scene graph; (iii) computer graphic techniques required to complete the tasks; and, if any, (iv) mention each encountered issue.** *(word count: between 350 to 450)*