**VR Zombie Battle Box**

We want to make a room scale battle arena in VR with horror, action and building as core design elements. The player is inside a warehouse style room and can create objects to provide cover or hide from Zombies. Zombies spawn over time and attempt to kill the player, the player of course tries to not die. This scope outlines the minimum viable product, once the MVP is completed we will work on stretch goals.

1.1 Battle Room

1.1.1 Move around the room with teleportation

1.1.2 Walls

1.2 Combat

1.2.1 Basic Zombie AI, walk to player

* Stretch goals

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