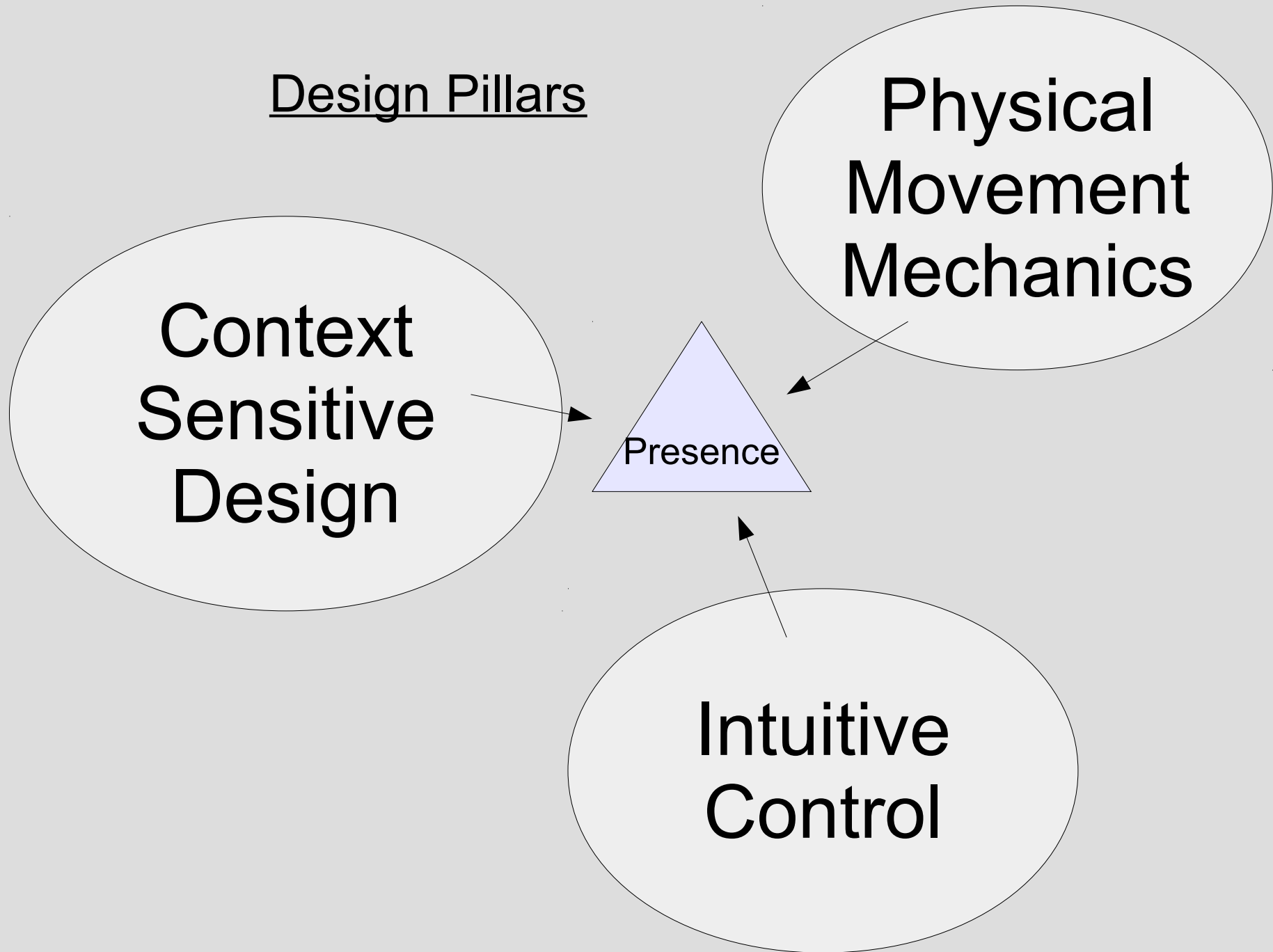


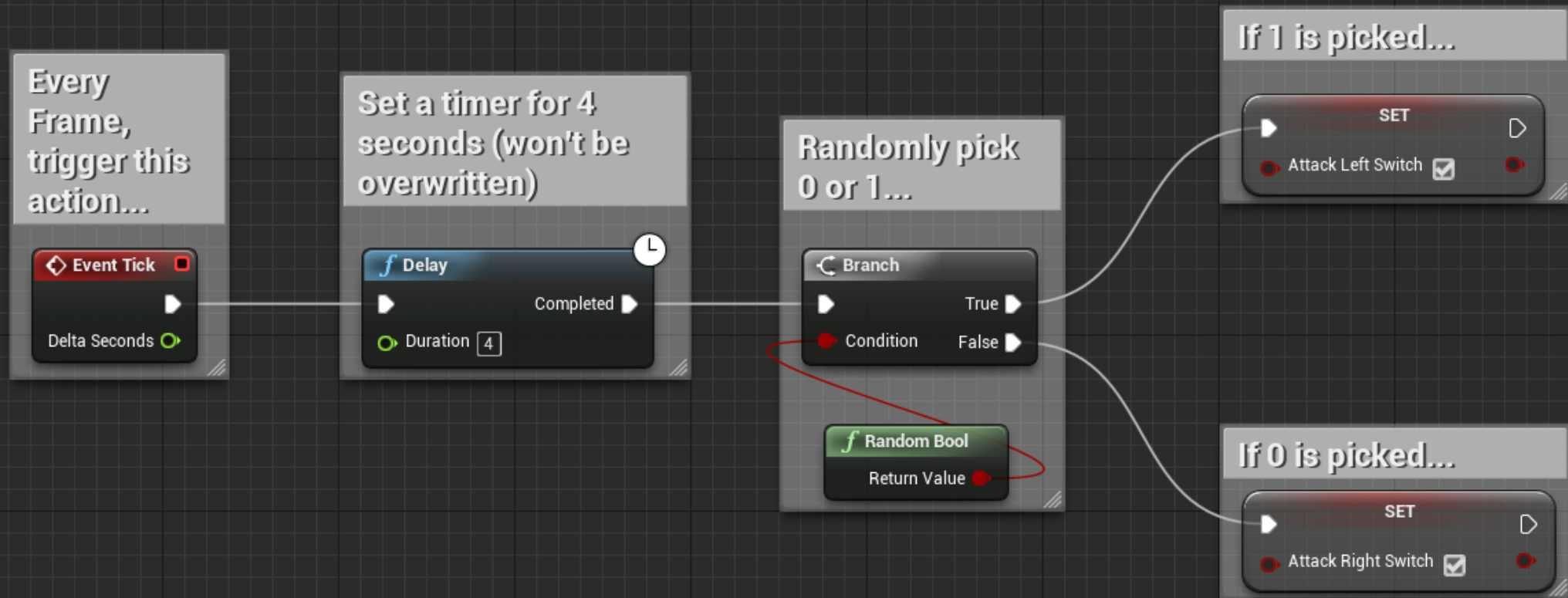
## How To Play

- a. Mannequin raises their hand...
- b. User tilts their head in the same direction.

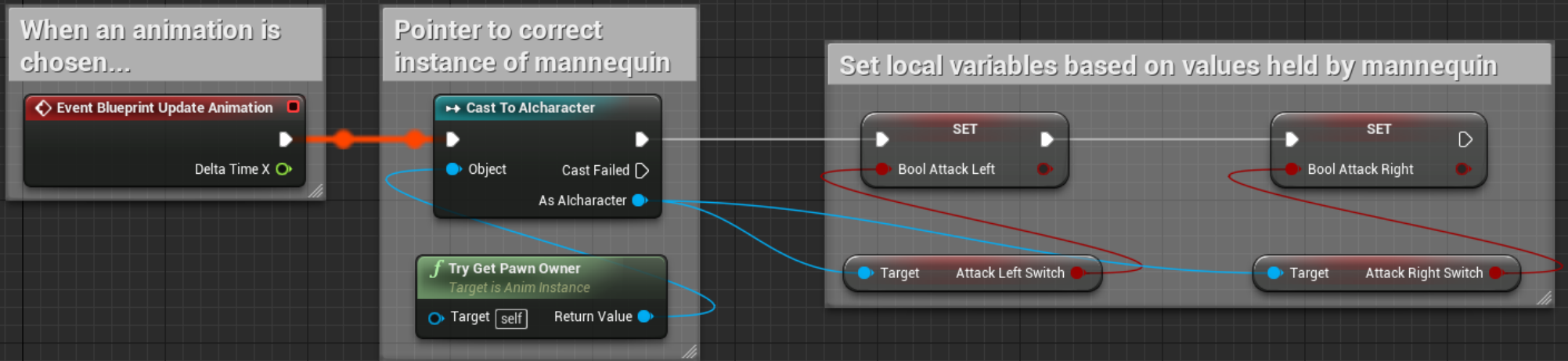
## Design Pillars



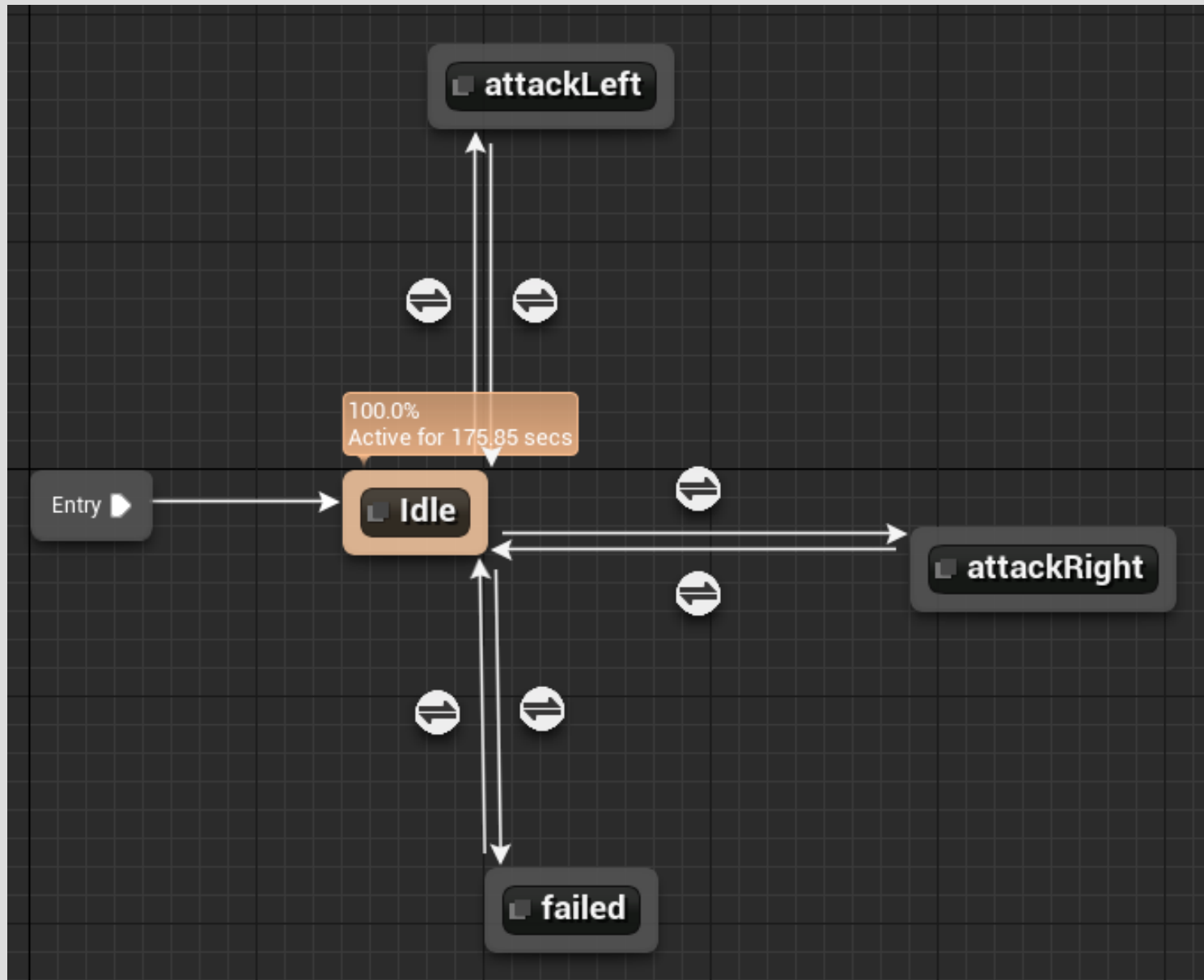
# “Attack” Selection Logic

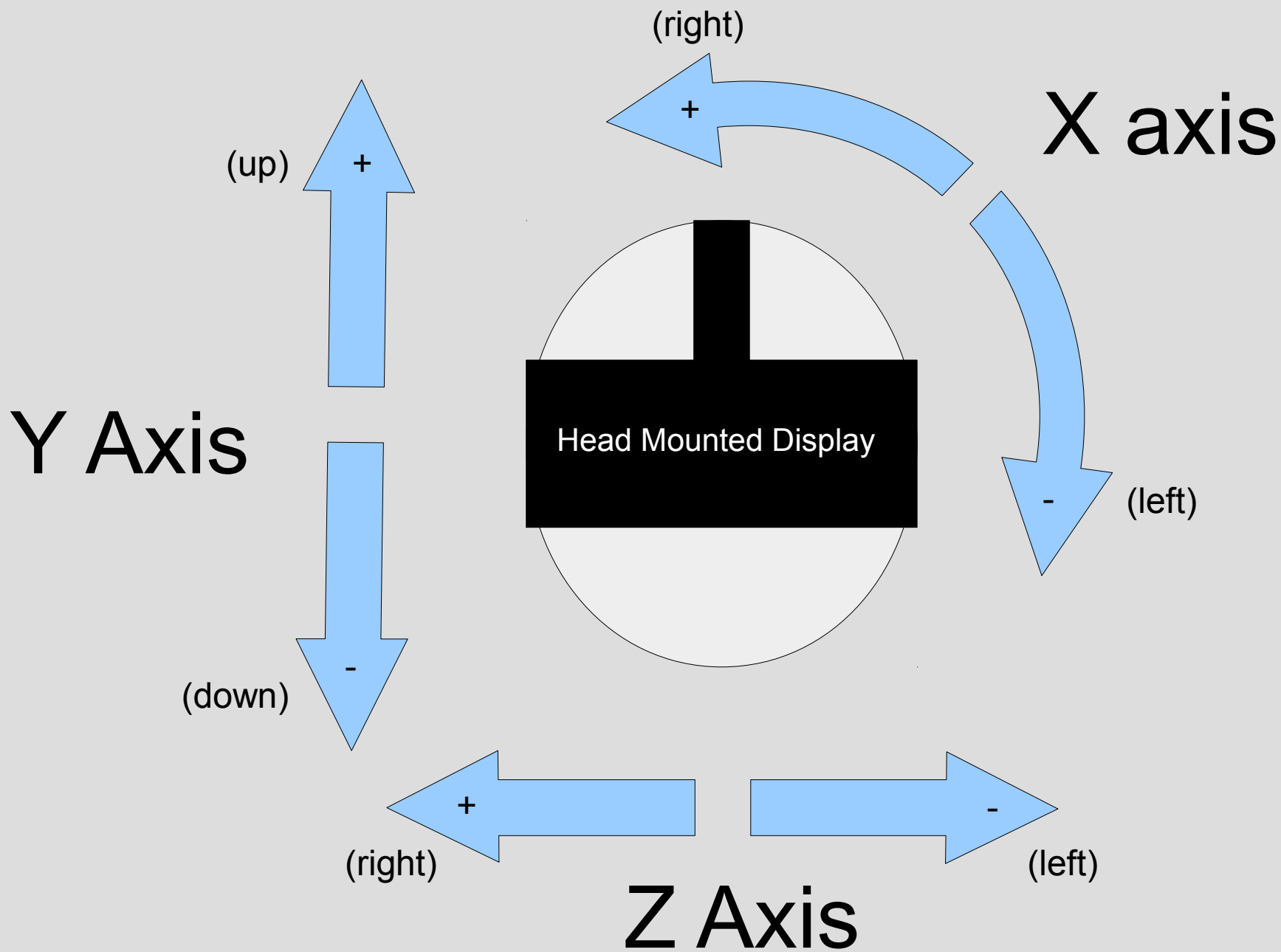


## Animation Trigger Logic

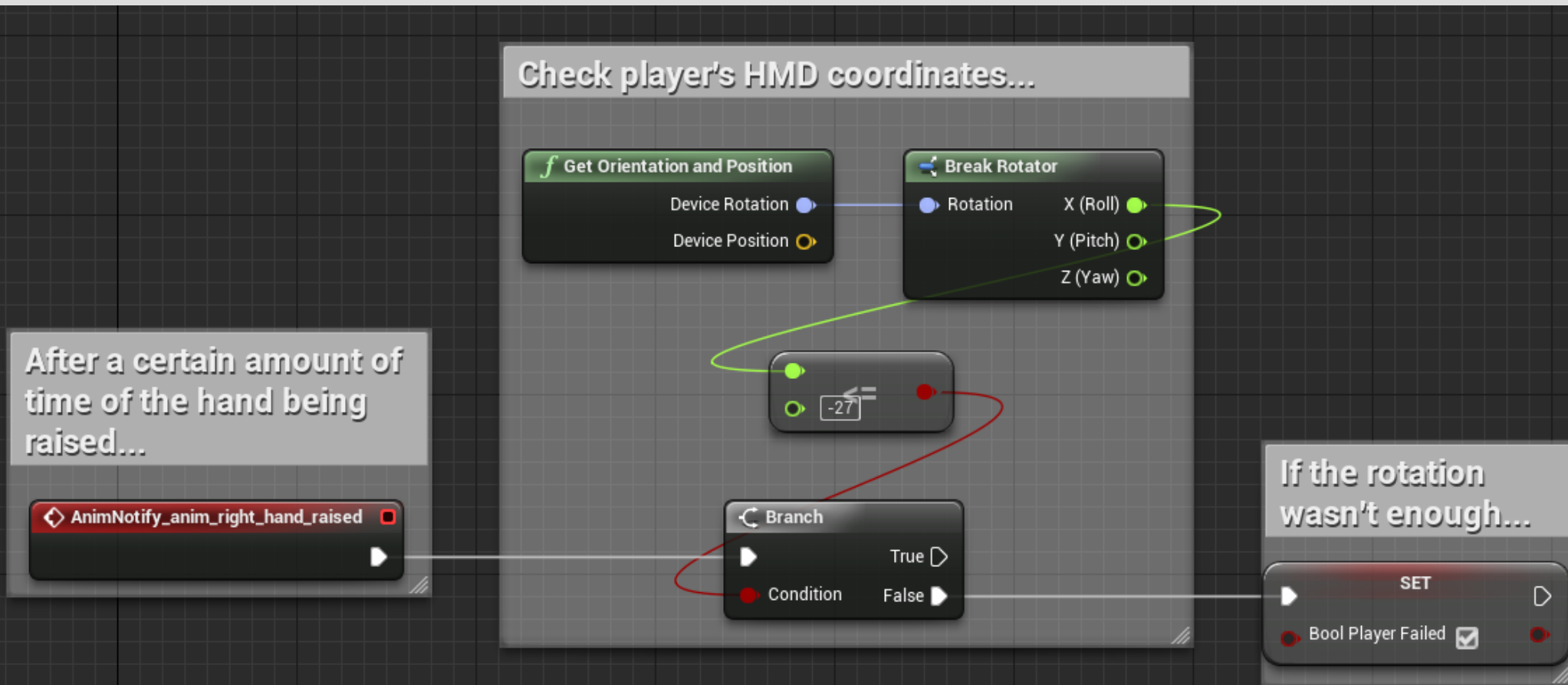


# State Machine

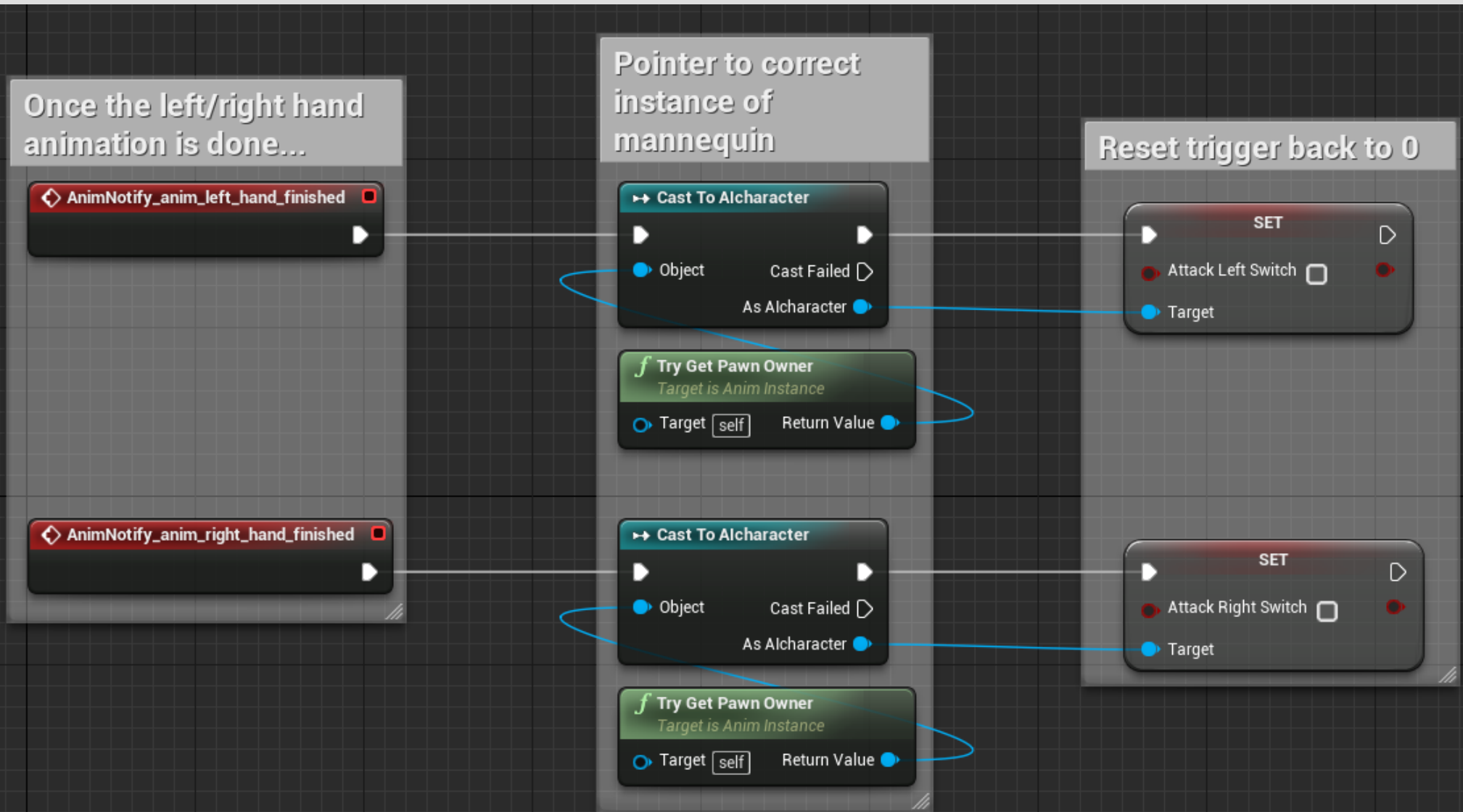




# Head Position Logic



# Animation Trigger Reset Logic





## Failure Trigger Reset Logic



And now for some theory...



...But is it all worth it?

Advantages vs.  
Disadvantages?

VR vs. Normal Setup?

Pros vs. Cons

Natural Camera Movement  
Enhanced User Experience  
Intuitive Controls

VR Sickness  
Hardware Requirements  
“Stuck” In First Person  
Locomotion Issues