

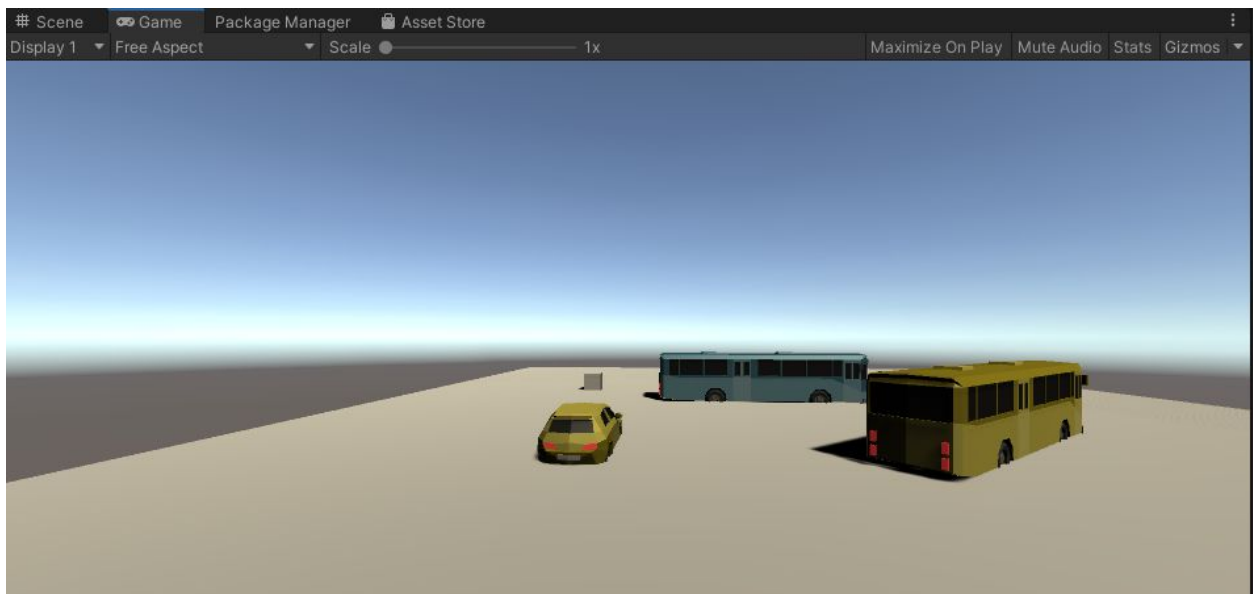
After doing more research and discussion with our clients, we determined that a training simulation would be best for us to explore. Examples of VR training simulations:

<https://www.youtube.com/watch?v=Khvh8vEjm7M>

<https://www.youtube.com/watch?v=reAzWA3oFV8>

[https://www.youtube.com/watch?v=Rnk\\_akgSjgg](https://www.youtube.com/watch?v=Rnk_akgSjgg)

I also worked to ensure that we can import assets, specifically from the Asset Store, as this may be critical for our later project work.



*Multiple assets loaded into the game screen from the Asset Store.*