In this project, we will be laying out an overview of the field of Virtual Reality, as it relates to Computer Science. We will cover some of the technology developed in different VR systems, versus current Virtual Reality systems. Namely the development of the Head Mounted Display and full-body and hand tracking system, which every Virtual Reality headset currently uses in some form or another. Similarly, we will list and discuss each current VR headset on the market and compare their specifications. We will also be discussing a number of video games released in VR and explaining the impact they had on how VR systems are developed and how they have furthered the field of VR. Then we will look to the future of VR, at systems like Augmented Reality and how we believe they may change the field of VR for the better, or for worse.

As a conclusion, in the end we feel that we have succeeded in discussing the topic of Virtual Reality. We examined the mechanics of Virtual Reality, and their impact on current generation VR systems. We then discussed these systems, carefully laying out their specifications as to give a detailed oversight of the topic. Then, we discussed some of the cornerstone games of VR, the ones that contributed hugely to VR as a system and viable future for PC gaming. Finally, we investigated the future of VR and made our predictions as to how it would look. We hope you agree that we covered the four major aspects of VR as a topic, discussing them thoroughly and concisely. Thank you for reading.