

# PLAYER AND ENEMY MODEL

- ▶ Player configuration:
  - ▶ Oculus SDK integration
  - ▶ Health smartwatch in left wrist
  - ▶ Bullet counter smartwatch in right wrist
  - ▶ Gun in right hand
  - ▶ Headlight
- ▶ Enemy configuration:
  - ▶ Zombie model

