

# MAIN PURPOSE

- ▶ Development of a survival game:
  - ▶ Unity 3D engine, Oculus Rift VR Technology, C# programming language
  - ▶ Environment building and modeling
  - ▶ Scripts, AI and game mechanics
  - ▶ Optimization
  - ▶ 3D game objects from Unity Asset Store
- ▶ Gameplay video:
  - ▶ In-game view + Player view
  - ▶ OBS studio + Photoshop