**Inspiration:**

To provide a more interactive respirator training

**What it does**

**How we built it**

Using unity, visual studio for scripting, and CDC resources.

**Challenges we ran into**

Finishing the project in one day

**Accomplishments that we’re proud of**

We have a platform to work on and add additional features to

**What we learned**

**What’s next**

Adding variety of masks and different sections of the training. In addition to having a more interactive way of testing trainees.