What is it?  
‘Knife?’ is a narrative based VR experience in which the player must solve a puzzle by verbally interacting with an artificial in-game character. By finding clues, which are displayed inside the virtual environment, the player can ask and answer certain questions to the other character resulting in new information. Inside the level we have created for this game, the goal of the player is how and why he is trapped inside a room, and how the other character is involved in this. This game is created using Unity and C# and is made for the Samsung Gear VR.

What did I do?  
During this project, I responsible for programming. To do this I have first discovered the capabilities of Unity and C#, and how I can optimally make use of these two elements. Since this game was primarily focussed on the interaction between the game and the player, I have spent most of my time optimising the speech recognition, and implementation of new story elements. The result of this is that I have created a highly dynamic system in which, when implemented, the development team can implement any story they want, and how the artificial character can respond to these.

[Download here!](http://drive.google.com/open?id=0ByiQxOnVn9rKMnFJaVJBS0UxOTA)