Virtual Reality Puzzle Game

Introduction

The objective of the project is to develop a VR puzzle game to be used for medical, educational, or entertainment purposes.

Varied Challenges

Contains 6 unique puzzles to test the player’s perception, reaction, memory, awareness, and orientation.

Varied Difficulty

Has 5 difficulty levels for the puzzles to ensure the game remains challenging.

Varied Environment

Features 3 different environments to appeal to the player.

Scoring Feature

A GUI displays the player’s score. The score is dependent on the player’s performance for each puzzle.