360 fly/oculus rift by Matthew Justin, and Ryan

We started with the 360 fly by making a video of the mvhs green house room above the maker space. Then we took the video and edit and published it to YouTube. We also put tags and discerption with the video. Then after that we began playing with the rift to get a better feel for the rift. After that we are in the progress of looking for a vr player for our game.

