

PROJECT #2 PROPOSAL

**Name(s): Jackson Lirette**

**Project: Archery VR Project V2**

**Part A: Brainstorming...**

* **describe your project idea(s)**

**-Add sounds to the arrow**

**-allow player to teleport around using the vr controllers**

**-add a player model**

**-ADD TARGETS**

**-ADD STRUCTURES TO THE MAP**

* **List your learning objectives**

**-to learn how to code movement**

**-how to code a time limit**

**-how to add sound to an arrow**

* **State the goal(s) of your project**

**to add new elements to the game**

**Part B: Electronic Resources…List active hyperlinks to any relevant online resources**

[**https://unity3d.com/learn/tutorials/topics/virtual-reality/movement-vr?playlist=22946**](https://unity3d.com/learn/tutorials/topics/virtual-reality/movement-vr?playlist=22946)

[**https://www.youtube.com/watch?v=4Z4VW2pSXNM**](https://www.youtube.com/watch?v=4Z4VW2pSXNM)

[**https://www.youtube.com/watch?v=6OT43pvUyfY**](https://www.youtube.com/watch?v=6OT43pvUyfY)

**Part C: Planning…**

* **Materials list [NOTE: if we do not have it, include link to purchase from Amazon.ca]**

**VR Headset**

**Unity**

* ******Designs…Include any sketches/pictures and/or links to videos**

