TEAM :15

SURF TO SURVIVE

Why only this Boat Game?

➢It can be an enjoyable activity for those who enjoy challenges, nature, and social connections.

➢ While Children and bored people are our main targeted audience to design this Game.

➢Ultimately, the would be to create an enjoyable and engaging gaming experience for players.

Virtual Reality:

Virtual reality is the computer modeling and simulation that enables a person to interact with an artificial 3D visual or other sensory environment

Goal of a Project:

➢**The game could involve various challenges and missions for players to complete, such as racing against other boats, navigating through obstacles.**

➢**The project could also focus on creating a realistic and immersive game world, complete with realistic physics and graphics and incorporate elements.**

Functionality of the Game:

➢ In the first level to interact the audience involve we set a timer with the certain number of hurdles.

➢ But in the second level we implemented more hurdles and more coins to finish the game

➢ While after finishing the game audience clapping sound will be audible.
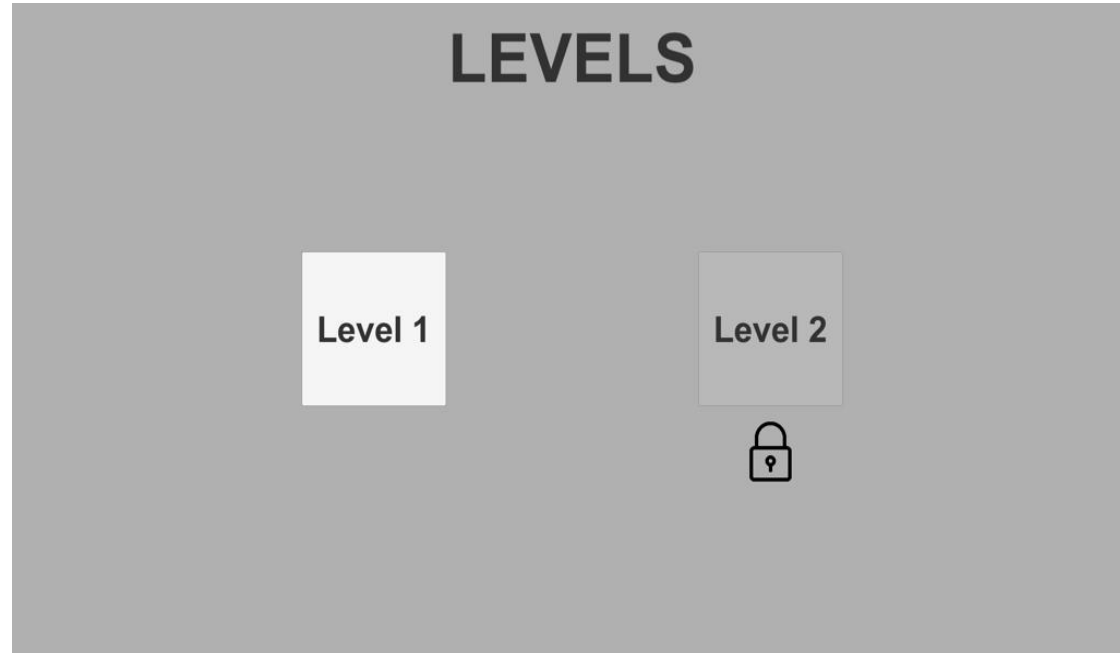
Virtual Environment

- Virtual environments can be shared among multiple users, allowing for social interactions and collaboration in virtual space

Virtual Presence:

➢ **The feeling of Being in the environment**

➢ **Virtual Presence in the Distant Location**

➢ **The number of coins, timer as well as health of player will be visible on the game.**

Interactivity:

➢ **Ability to view and feel the environment**

➢ **Collecting the coins while completing tasks.**

Features:

➢ **The player have to pass the hurdles to collect the coins.**

➢ **While after finishing the game the number of coins collected will be visible in the dashboard.**

➢ **With the increasing in the level the number of hurdles will be increased to make more challenge**

GAME OVER

Restart

Coins Collected : 9