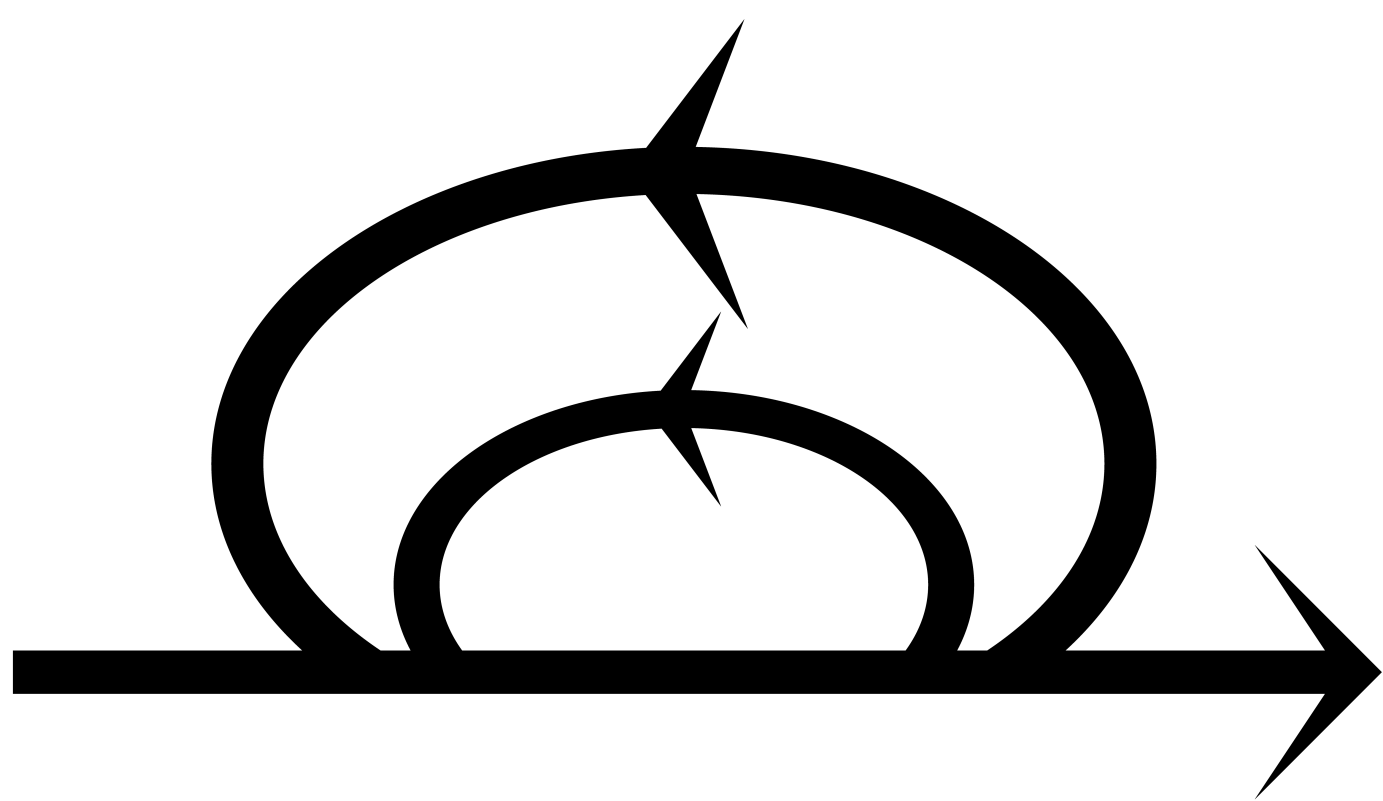


# PARADOX PARTY

Max Allen

The VR game Paradox Party is designed to be entertaining and somewhat socially educational. It was developed using Unity3D and the SteamVR API, designed for a room scale experience. You, being the only host of a party, must time travel to the beginning of the level multiple times to complete tasks required to make guests enjoy your party. The player will use their wits to use the time travel effectively and make sure all the guests are happy, thus creating a positive social environment in the game.

## FUNCTIONAL DIAGRAM



## PROJECT IN USE

