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### Virtual Reality Flight Simulator : World War

Santiago Roig

Vincent Zottola

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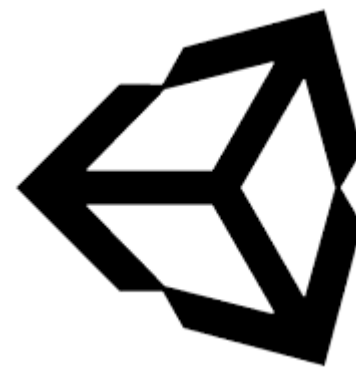
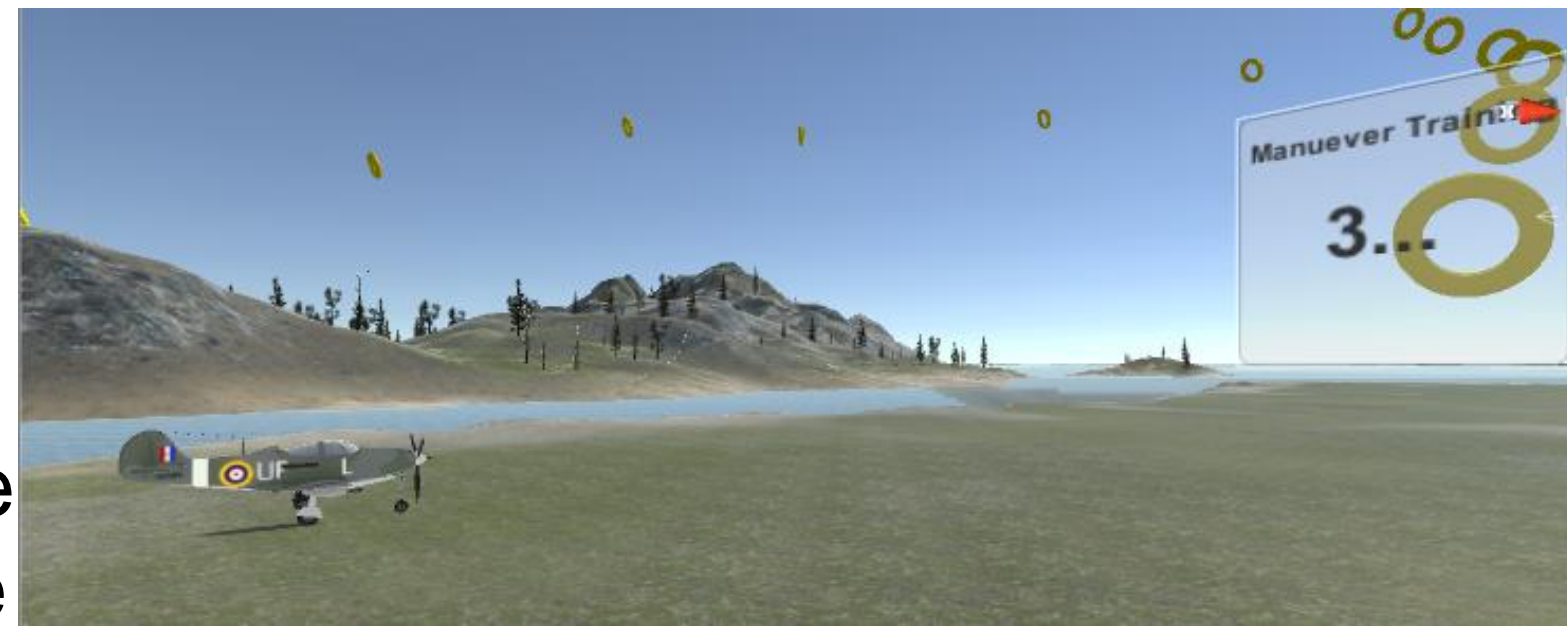
# Virtual Reality Flight Simulator : World War

Santiago Roig , Vincent Zottola

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## Motivation

The goal for this project is to create a Virtual Reality Flight Simulator that provides a high level of realism with a cost-effective approach. This software will allow pilot's an opportunity to hone their skills with different scenarios while also serving as a fun interactive experience.



## Features

1. Life like air to air dogfighting mission
2. Simulated Landing missions
3. Challenging Flight Maneuver training
4. Crisp real terrain generated from Bing Maps satellite images



## Tools & Technology:

Development Platform : Unity

Virtual Reality : Oculus Rift Dev. Kit 2

Flight Controls: Saitek Full Flight Controls



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