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way gameplay, and take advantage of visual .wav effects and realistic haptic feedback to explore rich worlds, all while experiencing a fully functional virtual reality headset. This work is funded by USFRC VR Grants Program for the year 2017 - 2019. Abstraction - VR Actions ===== Developing a game for VR introduces two main challenges: computational, as well as graphical and interaction. The computational challenge is different than the console games because in VR every touch must be handled with high accuracy. In this work, all physical interactions are done by haptics: the haptic system provides information that comes directly from the physical simulations used for physics calculations. The graphical challenge comes from the perception differences that a VR head-mounted displays bring to the game. In [ @boneworks ] we present a first development of the game and we demonstrate some ideas that we have developed to handle the graphic and interaction challenges in the context of the game development in VR. Development ----- The current version of the game was developed using the Unity 3D engine. Most of the game features were implemented in the first part of the engine. Most of the graphic features were implemented in the 2.0 version. [ 0.3 ] [ ! ] [ \* ] In the right: the initial implementation of the GameObject's rendering, in the left: an example of the second implementation of the game object's rendering. \* [ [ data-label="fig:visual" ] ] [ preview-with-logo.png "fig:" ] [ width="textwidth" ] [ 0.3 ] [ ! ] [ \* ] In the right: the initial implementation of the GameObject's rendering, in the left: an example of the second implementation of the game object's rendering. \* [ [ data-label="fig:visual" ] ] [ preview-without-logo.png "fig:" ] [ width="textwidth" ] Game Object Model ----- In a VR game, objects are designed to appear in a particular point f3e1b3768c

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