Nom de projet : Epic Valor X

Epic Valor X, aims to provide an engaging, educational, and immersive experience, allowing users to step into the shoes of a key figure in the Second Punic War and shape the course of history.

Required Technologies:

- Frontend: Unity (C#), C++ for VR integration
- Backend: Node.js, Express, MongoDB
- VR Integration:Oculus SDK, SteamVR
- Additional: WebSocket for real-time interactions, Google Cloud for cloud-based services

Features & Integrations:

1. Historical Immersion:
   - Detailed 3D models and textures replicating the Second Punic War era.
   - Authentic soundscapes and dialogues to enhance historical ambiance.

2. User as Key Actor:
   - Players assume the role of a key participant in Hannibal's army.
   - Decision-making affecting the outcome of battles and strategy.

3. Interactive Learning:
   - Educational elements woven into the narrative for historical insights.
   - Quiz segments to reinforce knowledge about the Second Punic War.

4. Realistic Battle Simulations:
   - VR-based battlefield with realistic terrain and troop movements.
   - Weather dynamics impacting strategy, mirroring the historical context.

5. Multiplayer Collaboration:
   - Cooperative gameplay allowing users to collaborate on strategic decisions.

6. Data Visualization:
   - In-game analytics showcasing historical data and outcomes.
   - Progress tracking and statistics on user decisions.

7. Scenario Customization:
   - Ability to explore alternate historical outcomes based on different user choices.
   - Unlockable scenarios and achievements for diverse gameplay.

8. Immersive VR Controls:
   - Utilize motion controls for swordplay, commanding troops, and interacting with the environment.
   - VR gestures for issuing commands and engaging in diplomatic