

# Lesson 2 : Catching Dinosaur VR Game (Part 1)

## Lesson 2

In this tutorial, we are going to walk you through the necessary steps to create your first interactive VR Game in **SimLab VR Studio**. The interactive VR Game we will be creating is about catching pop up dinosaurs in an arcade game , the tutorial is targeting both “ teachers and students “ , and parents and children ,so let us have fun doing VR game .

## Preparation

Before we begin, let us first download the 3d scene that we will be working with in addition to the project resources . Find the Download links below the video .

<https://www.youtube.com/embed/YkY0Nvv-5vU>

Watch this Video tutorial to follow up with the steps necessary  
to create an Interactive VR Game.

[Click here](#) to download the model.

[Click here](#) to download the project resources.

In this lesson, you will import a 3d environment, which consists of two science fiction style-rooms where our game will take place, then you will create a plane as a start guidance message, and a discoverable key that upon interacting with the gate the player can then progress to the second game Level. you will also add a sound action for the



created interaction. the previously mentioned elements will be then implemented in the training builder to create the interactions.

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