

Creep-Out VR: The pre-school of Horrors

Documentation

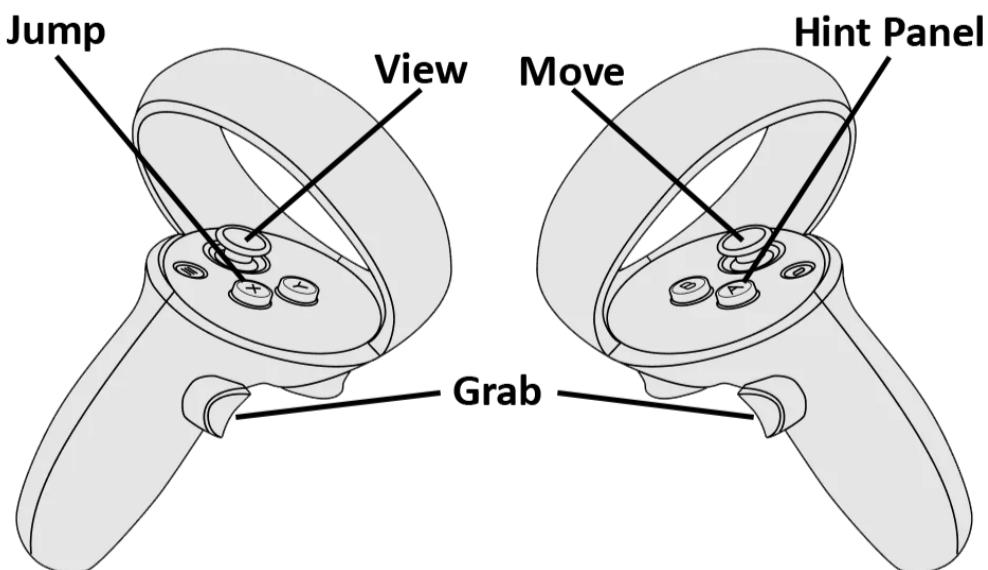
Description:

You're the shy, timid pre-schooler Amelia, a young girl trapped in a horrifying school where a teacher has a sick obsession with you. The further you explore the school, the more you realize how twisted his plans are for you. So whatever you do, you can't let this terrifying person catch you. Your final goal is to break out of the school, but this evil villain managed to trap your parents. Can you find your parents and be able to save them? Will you ever be able to escape this nightmarish school? Experience the first glimpse into this dreadful horror story with this demo of our game. But beware, do not fall off your seat!

Instruction:

0. Prerequisites:

- use stationary guardian
- sit down on a chair
- use both controllers
- Controls (tested for Oculus Quest):



1. Classroom:

- grab the key lying on the chest in front of the windows and carry it to the door, where you hold it near the lock
- release key after unlocking the door



2. Main Hall:

- discover the open door (after classroom: go $\frac{1}{4}$ into the room, turn right, go to the piano, turn left, go to the door)



3. Office:

- turn on the lights by grabbing an object (e.g. cup on the desk, book on the table, teddy bear on the chair, or one of the items in the Main Hall) and throwing it up to the Light Switch.
- jump on the chair

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- jump from the chair onto the desk and grab and hold the keycard (near the statue, in front of the photo wall)
 - go out to the Main Hall
4. Main Hall:
- keep holding the keycard the whole time
 - go to the basement door (when coming from the Office: next door on the right)
 - do not let the Creep come close to you (results in death, which results in a game restart)
 - go to the stairs
5. Basement
- keep holding the keycard
 - go down the stairs
 - go to the big pile of packages (left after entering)
 - move away the packages by grabbing and throwing them (with your free hand)
 - hold the keycard near the keycard reader on the door
 - release the keycard after unlocking the door
6. Cage:
- go up to the door handle in front of your mom
 - Jumpscare is activated, after which you are teleported into the Cage with your parents
 - after some waiting time, the game quits



Video demo (Walkthrough):

Used Assets:

- [Quixel Bridge](#): Materials, Decals, and 3D Assets
- [MetaHuman](#)
- [Mixamo](#)
- [Unreal Marketplace](#):
 - [Horror Engine](#)
 - [SICKA MANSION](#)
 - [Old West - VOL 1, 3, 6](#)
- [Sketchfab](#): 3D Assets
 - [Blackboard \(@barism09\)](#)

System Requirements ([Quest Link](#)):

Minimum:

Quad-Core CPU
GTX 970 or equal (at least 4GB VRAM)
16 GB RAM

Recommended:

Quad Core CPU
GTX 1070
16 GB RAM