

CREEP-OUT; THE PRE-SCHOOL OF HORRORS

Team 0
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All Games > Action games > LMU VR Project > Creep-Out

Creep-Out: The Pre-School of Horrors

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VR Only

\$49.99

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Single-player



Achievements



Captions available



Steam Workshop

Just a
mockup

LEVEL DESIGN

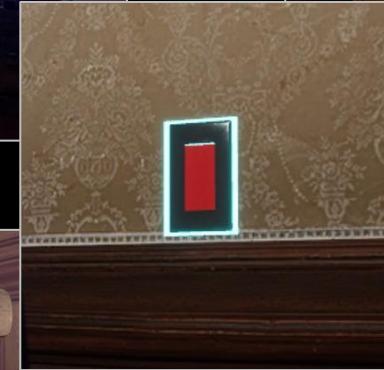


RECAP

PICK UP
& USE



LIGHT ON
BY THROW

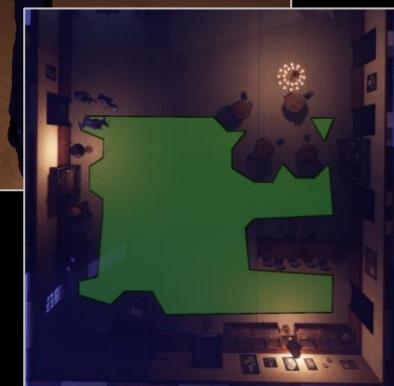


RECAP

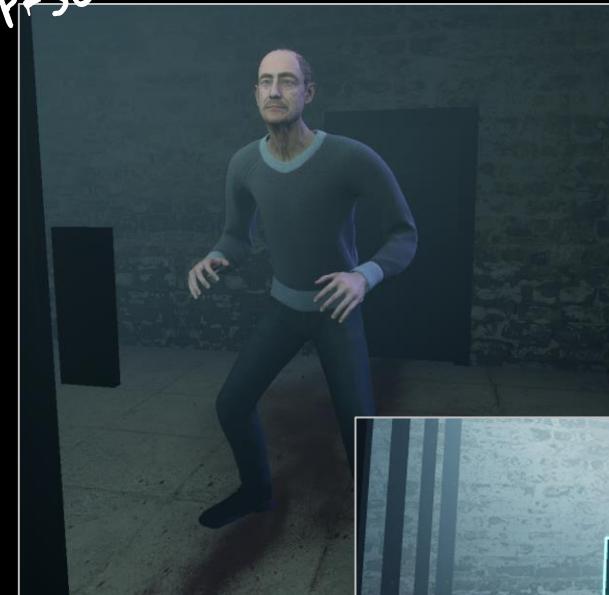
TV POWER
ON



CREEP
CHASE



JUMP-SCARE

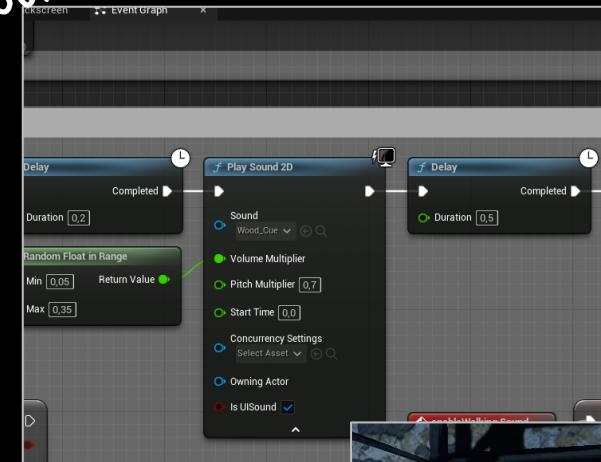


RECAP

QUEST PANEL
SHOW & HIDE



SOUND



CHARACTER DESIGN



MAKING OFF



 **METAHUMAN**



CONTRIBUTION STATEMENT



Markus Schmidbauer
(Interaction and Game Logic)



Lukas Schneider
(Level Design und Character Animations)



THANK YOU

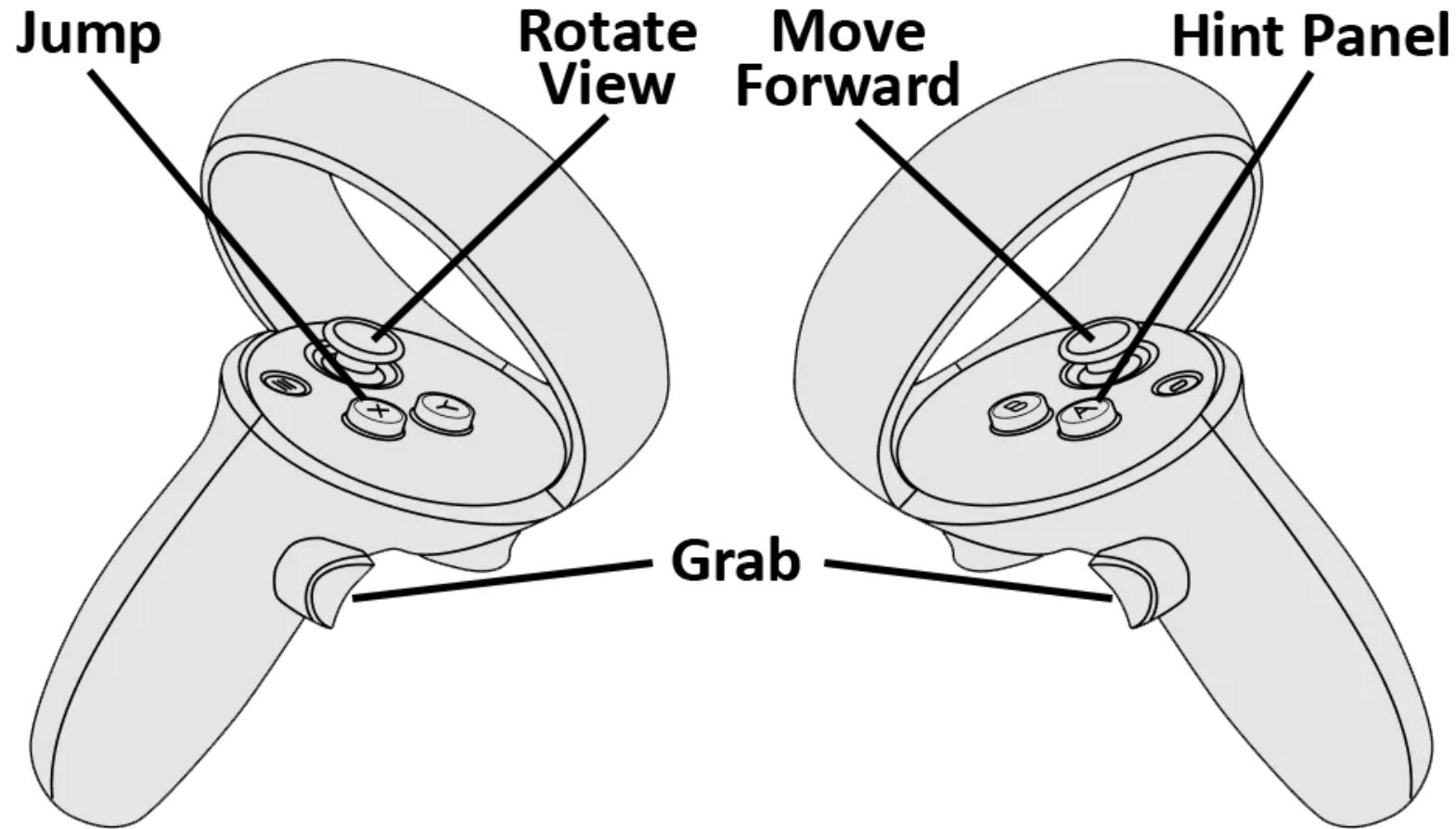
Credits

Character: MetaHuman, Mixamo

Unreal Marketplace (Assets): Quixel Bridge, SICKA MANSION, Horror Engine, Old West – Vol 1,3,6

APPENDIX

CONTROLS



FUTURE WORK

- Extend story so that Amelia has to break out of the cage and can eventually leave the school
- Spoken dialogues of the characters

TECHNICAL LIMITATIONS

- Tested on Oculus Quest
- Inputs also mapped to other input devices, however this could not be tested

CLASSROOM



MAIN HALL

CREEPS OFFICE

18.07.2023

VR Final Presentation

17



BASEMENT



CAGE

18.07.2023

VR Final Presentation



19

ANIMATIONS

ARGUING



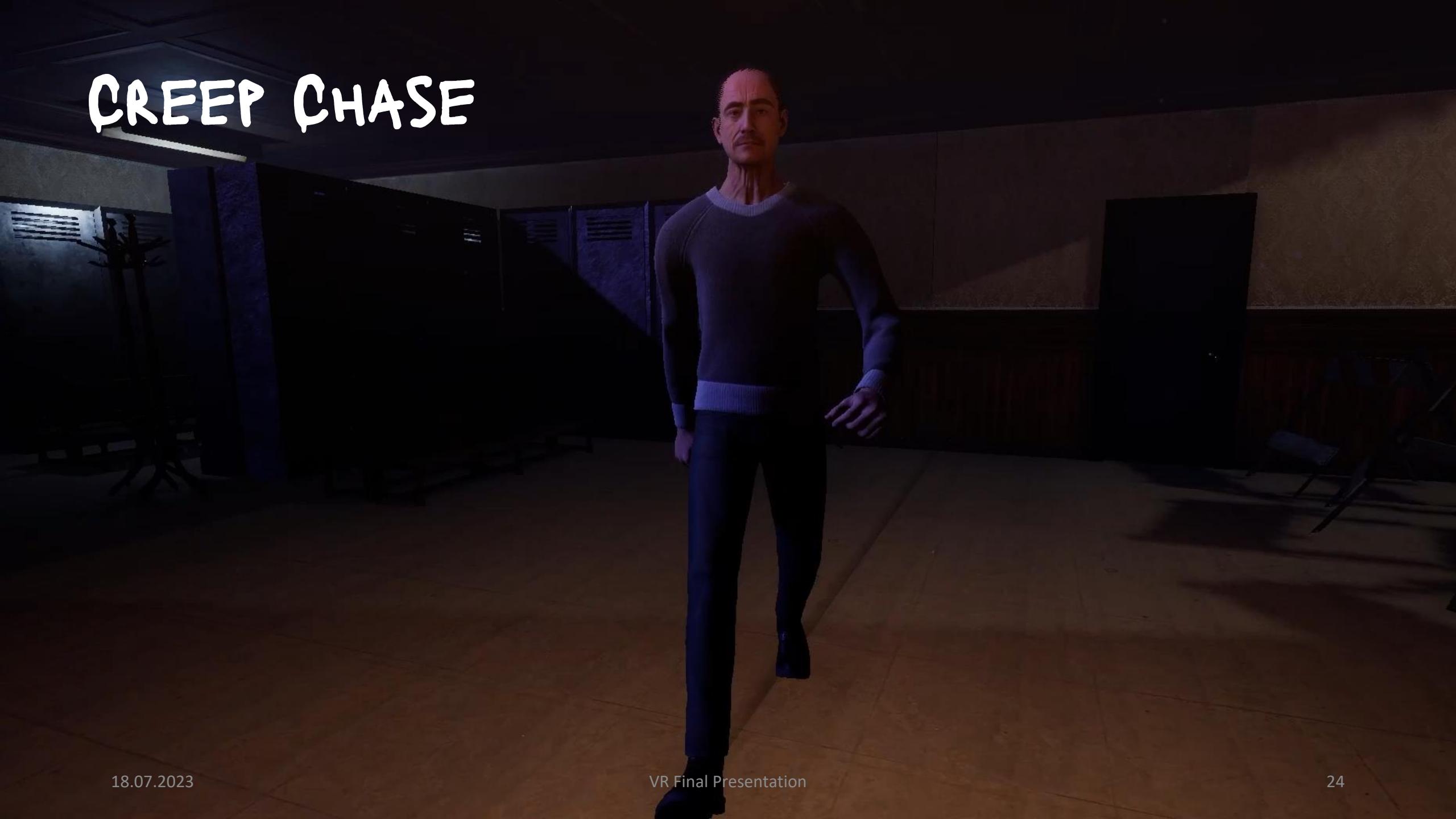
ARGUING



ARGUING



CREEP CHASE



CRYING



JUMPr\$CARE

