

Matthew Castleberry

Kianna Picard

Ashley Sirmans

Ben Waters

Project 2 Report

Our VR application focused on Nyctophobia, the fear of the dark. We designed two different play levels and one survey level to assess the effectiveness of our application. The first level, the Home, is the brightest level. It features a kitchen and living room with three overhead lights that can be turned on and off at runtime, allowing for a variety of different lighting conditions. This level is the easier of the two levels with dim lighting even when all three lights are turned off. The Home's task requires the player to pick up a cake and move it from the kitchen to the coffee table in the living room ("A Midnight Snack"). From there, the player will be able to turn the lights back on or off using a light-switch by the coffee table. The level name and whether the task was completed or not is saved to a text file for the therapist to review.

The second level, the Office, is a large office environment, with a small Manager's Office in the corner. The Office features five different lights, two overhead, one in the Manager's Office, and two laptop lights. These lights can also be turned on and off at runtime, allowing total illumination, total darkness, and lighting conditions in-between. This level is the harder of the two because it allows for almost total darkness. The task for the Office is to grab a set of folders on your desk, turn off the lights in the office, and make your way to the doorway on the opposite side of the room ("A Late Day at Work"). The level name and whether the task was completed or not is saved to the same text file for the therapist to review.

The final level is the in-game survey. It features three questions that the player can answer through a UI menu attached to a wall. These answers are saved to the same text file for the therapist to review. All data written to the text file is only written when the application is shut down, so the buffer is flushed once. This data persists in PlayerPrefs for the next VR session.

This data should be located in the

C:\Users\[username]\AppData\LocalLow\DefaultCompany\CSCI4830_Project2_Castleberry_Picard_Sirmans_Waters directory or wherever your Unity persistent data path is. The filename is "Therapist_log" with the current time.