# My Capstone Project

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idea

The emotion i chose to build my experience around is fear. I want to make an experience where the user is lost in a scary place with scary things around them.

Features:

The place can be a haunted house or a maze or a ride in a park.the user can kill the monsters to escape the place, there will be obstacles and a timer to up the interactivity and gamification factors. The user can find secret clues in the props around them that can help them to escape. If i figured out how to use the audio as input i would add a feature that detect when the user talks or screams and monsters will find the user from hearing the noise. The user's mission is to save a character that is a hostage in the environment. If the user did not save the character before the time ends the characters turns into a monster.
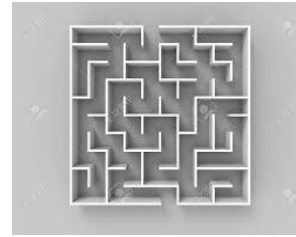
Scooping:

-the environment will be a maze -the user get a weapon to kill the monsters -hints and clues around the user -monsters that the user can kill- obstacles that blocks the way,
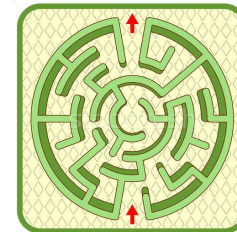
Users testing and iteration:

After the first version of the experience, these were the most important comments:

1-the environment is to lit and sunny and not scary.

2-the users like the addition of the sword.

3-the maze walls are short and the user can see the monster ahead of time.

I Edited the walls so they are higher than the player, and player can't see the monster from distance. I turned the lighting to night mood and added only few lights.

video

here   https://youtu.be/Sf1NkeHd2wM
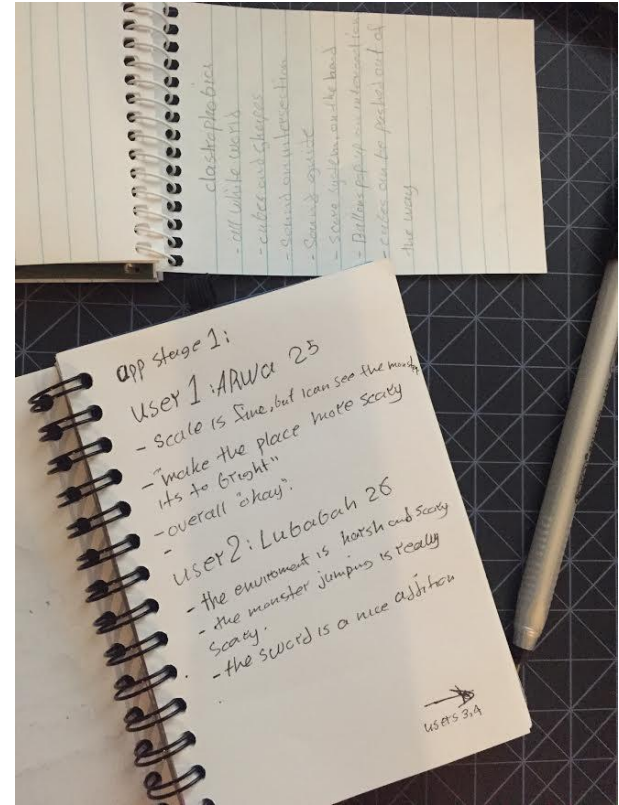
achievements:

Fundamentals:700 points

1-scale:user is scaled relative to other objects. 100

2-animation of monsters and sword.100

3-mix of baked and real time lighting.100

4- different uses of physics.throwable and interactable objects.100

5-locomotion two types.100

6-video playing on a broken screen.100+(100 for lighting)=200

Completeness:750 points

1. Gamification achievement, the user can interact with the story and content of the game.250

2-UI the sword,and wall text and audio hits.250

3-3d modeling.i made the 3d of the broken video screen.250

Challenges:500 points

1-usr testing.250+(250 for 750 points in Completeness)