

ROOM ESCAPE

Augment Reality Project

Game goal : Find the password(e.g 1234) of the gate lock & escape the room.

Props: Android smartphone, puzzle, wood piece shape like circular ring, book

Software: Unity 3D, AI, Visual Studio(C#), Sketch on, Auto CAD, 3D Max, Blender,

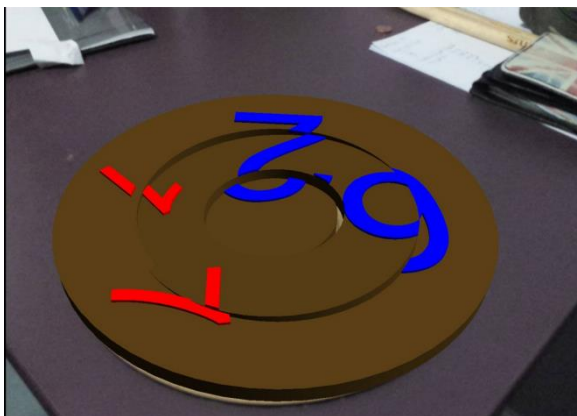
Game description:

The player need to find clues in the room with using smartphone's camera to recognize them. There will be 3 games shown in the phone when the clue is triggered. Player should pass the game interacting with virtual objects and real objects. After passing each mini-game, the player will gain a part of the final password. And once player collect all parts, he/she can escape the room by input the password on a padlock. And player can access to the padlock whenever he/she want. The application can recognize the "lock" and "game with hint" automatically when getting close.

Game settings:

- **Wood piece game**

For this game the player should turn the smart phone towards the wood piece. And there will be 3 3D circles with broken numbers on the surface of it. The player should spin the circle to a correct angle for figure out two of the whole password. The number shown on the wood piece is random for each time.



- **Puzzle game**

Player should first find out all pieces of a real puzzle and put the puzzle together again. There are 3 markers on it. Then player shoot a close-up on the puzzle. They can see 3 3D bottles according to the markers with the hint "Go", "2", "P5" which guide them where is the the next hint.

- **Crystal ball game**

After having gained the clue: "Go to P5". The player should look for a book and open it.

There are several markers and some of them are confusing one. Only the one on the P5 is the right one. Player should aim the camare on the marker to get the last part of the password. There is two crystal ball shown on the screen. And one of it will show a double-digit number like "XX49". And this number is also random.

- **Open the door**

After collecting 4 numbers of password the player can go to the door; shoot the marker on it and Then a padlock appears, player has to enter correct code with click the digit on screen to unlock and get out of the room. When succeeded, a congratulatory sentence will be shown on the screen.