

Daniel Hernandez

08 Nov 2024

## VR final Project proposal

For my project proposal I want to do something along the lines of "Pick A Door!". This is a placeholder name for now but the point is I want to have the user pick a random door from a set. I want to have the user pick a door and potentially have different experiences that will utilize scene changes I am thinking of if/ how to implement randomness. Leading to mini games and or unique interactions for the user to experience that will help them obtain their prize (if there is one). I am taking inspiration from things we have done in class like teleporting, scene changes, as well as super hot potentially. I am taking a recent inspiration from SAW for whatever reason. I might want to make the games somewhat twisted in ways that trick the player or try to get in their way. Off the top of my head I am thinking of having health and punishing the player for getting things wrong, messing up games etc.