# 

# **Design Outline**

For an upcoming project, I plan to make an escape room with moving objects and scary voice effects. The list of my possible assets for this project are below.

My scene will start in a ship in the middle of an ocean. The waves will move, the weather will be stormy. I will add some decorative materials like a cannon. Also, I plan to make a sphere and write a moving code for it. Then, I will place it in the cannon.

Ship options

<https://polyhaven.com/a/ship_pinnace>

<https://assetstore.unity.com/packages/3d/environments/historic/colonial-ship-70472#content>

Storm, waves and sky

<https://assetstore.unity.com/?free=true&q=storm&orderBy=1>

<https://www.textures.com/download/Skies0317/35833>

<https://assetstore.unity.com/packages/vfx/shaders/space-cloud-waves-231779>

Then, in the next scene we will get into the ship and try to find a way to escape from this scary fusty place.

A small old row boat will be waiting near the ship. If you manage to escape the room, the 3rd scene will be somewhere like a balcony or window. And from there you will jump on this little boat.

<https://assetstore.unity.com/packages/3d/vehicles/sea/old-rowboat-31917>

*Materials of the rooms*

[*https://assetstore.unity.com/packages/3d/props/tools/antique-binoculars-108080*](https://assetstore.unity.com/packages/3d/props/tools/antique-binoculars-108080)

<https://www.textures.com/download/3DObjects0175/140457>

<https://www.textures.com/download/3DObjects1176/145869>

<https://www.textures.com/download/3DObjects1033/144748>

<https://www.textures.com/download/3DObjects1054/144916>

<https://polyhaven.com/a/pipe_wrench>

<https://polyhaven.com/a/power_box_01>

<https://polyhaven.com/a/handsaw_wood>

<https://polyhaven.com/a/wooden_hammer_01>

<https://polyhaven.com/a/trowel_01>

<https://polyhaven.com/a/Drill_01>

<https://polyhaven.com/a/spinning_wheel_01>

<https://polyhaven.com/a/Lantern_01>

<https://polyhaven.com/a/pull_chain_light_socket>

<https://polyhaven.com/a/brass_candleholders>

<https://polyhaven.com/a/Chandelier_03>

<https://polyhaven.com/a/security_camera_01>

<https://polyhaven.com/a/street_rat>

<https://polyhaven.com/a/magnifying_glass_01>

<https://polyhaven.com/a/vintage_grandfather_clock_01>

<https://polyhaven.com/a/modular_chainlink_fence>

<https://polyhaven.com/a/utility_box_02>

<https://polyhaven.com/a/metal_trash_can>

<https://polyhaven.com/a/vintage_suitcase>

<https://polyhaven.com/a/fancy_picture_frame_01>

<https://polyhaven.com/a/ornate_mirror_01>

<https://polyhaven.com/a/fancy_picture_frame_02>

<https://polyhaven.com/a/hanging_picture_frame_02>

<https://polyhaven.com/a/sofa_02>

<https://polyhaven.com/a/GothicCabinet_01>

<https://polyhaven.com/a/vintage_cabinet_01>

<https://polyhaven.com/a/GothicBed_01>

<https://polyhaven.com/a/Rockingchair_01>

<https://polyhaven.com/a/WoodenTable_02>

<https://polyhaven.com/a/BarberShopChair_01>

<https://polyhaven.com/a/WoodenChair_01>

<https://polyhaven.com/a/old_tyre>

<https://polyhaven.com/a/treasure_chest>

<https://polyhaven.com/a/cannon_01>

<https://polyhaven.com/a/wooden_barrels_01>

<https://polyhaven.com/a/garden_gloves_01>

<https://polyhaven.com/a/mousetrap>

<https://polyhaven.com/a/coast_rocks_03>

<https://polyhaven.com/a/water_manhole_cover>

<https://polyhaven.com/a/cardboard_box_01>

<https://polyhaven.com/a/large_castle_door>

<https://polyhaven.com/a/marble_bust_01>

<https://polyhaven.com/a/rusted_wheel_rim_01>

<https://polyhaven.com/a/garden_hose_wall_mounted_01>