VR Project Design Document

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App Info

Tentative Title:	Space Escape

	Education & Training			Mental Health & Fitness
	Travel & Discovery			Media & Entertainment
	Productivity & Collaboration		✓	Gaming
	Art & Creativity			Other: _____

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Pitch

To goal is for users to [learn | experience | practice | review | design | play | other]:

> The goal is for users to play and complete this escape room type game.

This will be especially [impactful | educational | memorable | effective | fun | other] in VR b/c:

> This will be especially fun in VR because it will take place in zero gravity, hence the user will be moving around by pushing themselves from other objects.

At a high level, during the app, users will:

> Complete solve several puzzles to gain key items. They can then use these key items to escape the room. The puzzles will be a cube puzzle, where the player has to arrange a set of cubes in the correct order on a frame, a tilting maze puzzle where the user will have to tilt the puzzle to guide a ball out of the maze, and a password puzzle, where the user will have to find a hidden password and input it to get the item locked by it.

This experience will be targeted at devices with:

6	degrees of freedom, giving users control over the	movement & rotation	of their head & controllers.

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Basics

The app will take place in:

and the user will get around the scene with:

A Spaceship/Space station	Custom movement script. The user grabs and drags obstacles or walls to move around the zero-gravity environment

The user will be able to grab:

- Cube puzzle pieces
- Ball inside the maze puzzle
- Key items
- Other random interactable objects for decoration

There [will | will not] be sockets:

- Inside the frame of the cube puzzle
- The areas where the key items should be

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Level Design

- It will take place in a 2-storey room with a ladder connecting both floors.
- The colors will mostly be dull colors like grey and white.
- The background should be a black with many stars to represent space.
- There will be windows to show the outside world.
- There will be lights inside the room.
- The sockets for the key items should be near where the door is and should clearly indicate that it is connected to the door in some way (e.g wires).

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Other features

- Custom hands modelled and rigged in Blender.
- Pokable elements such as a keypad for the password puzzle.
- Since gravity does not exist in zero-gravity, there should be 'magnet room' that acts as a downward force for the maze puzzle.