

Alice in Wonderland Themed Escape Room

Our Unity Game's Main focus is an Alice in Wonderland themed escape room. As virtual reality allows users to dive into other worlds, we wanted to let players relive the experience of a renowned virtual character, namely Alice.

Therefore, we were aiming in our game to recreate the scenario placed directly after Alice falls into the rabbit hole. To add additional value to the game, as Alice was facing a single simple room, we decided to modify the scenario and theme a bit to create a more complex and mysterious escape room with several rooms.

There are four rooms in this escape game, excluding the tutorial room and the garden that players explore once they exit from the final room.

From the moment the players start the game, they are introduced to a neutral corridor that serves as a tutorial, guiding them through the mechanics. Upon entering Wonderland, players are transported to a world where the ordinary becomes extraordinary.

The graphics have been carefully designed to reflect the whimsical nature of the story. Objects are curved, branches protrude from walls, and levitation rings float in the air. Magic potions await discovery, offering the ability to shrink or grow, adding an element of surprise and adventure. We believe in maintaining the thematic coherence of the game. Every visual and auditory element has been crafted to evoke the essence of Alice in Wonderland.

The graphics immerse players in a captivating and surreal environment, while the soundscape complements the atmosphere, further enhancing the overall experience. Exploration is a key component of our game. Players are encouraged to roam the wonderlands, uncovering hidden secrets and encountering peculiar characters.

Our aim is to create a sense of childlike wonder and curiosity, just like Alice experienced in her adventures.

The key interactions are the following:

1. **Normal Grab:** The player must use all of the available buttons of either one of the controllers to activate this action.
2. **Magnetic Grab:** The player must use the middle and index finger to activate magnetic grabbing. He would have to point towards an object that can be grabbed magnetically. Once the pointing is done, the player must press the A button of the right controller or the X button of the left controller to have the object attracted towards him. Once the object reaches his hand, it becomes attached to him.
3. **Throwing:** Can be performed after grabbing the object by simply throwing and releasing it with the controller.
4. **Teleportation:** Teleportation mode is activated by holding the B button or Y button and pointing towards the position the player would like to teleport in. Once chosen, the player

should simultaneously click on the middle button to activate it and he would be teleported there.

We decided to additionally use teleportation to avoid user cyber-sickness that can potentially be caused by excessive exposure to the virtual space with fast unconventional movement.

We used some free and purchased for pleasure graphics from the Unity Assets Store to create our scenes.

During our play testing sessions, we were mainly displaying our interactions to playtesters and teaching assistants and they gave us considerable feedback such as changing the buttons of the magnetic grab in order to create conflicts with other interactions and allow the interaction to become more convenient for players.

Group contributions:

Alexis: First Room, Ring Room, Swing And Hit, Height Changing Potion

Tomas: Second Room (cake) + fill container + sceneWithPotion (last one in wonderlands)

Fouad: teleportation + magnetic grab + throw + Main Room.

We would like to acknowledge our playtesters and teaching assistants for their continuous feedback.