Final Assessment Project: VR Escape Room Experience

## Project Overview:

You should work in groups (3-4) to create a VR escape room experience using Unity3D. You have the freedom to choose your escape room theme.

## Learning Objectives:

* Apply core Unity3D functionalities for VR development, including scene creation, 2D/3D assets importing, interaction mechanics, VR locomotion/movement, and sound design.
* Demonstrate teamwork and communication skills to design, develop, and test a collaborative VR experience.
* Implement engaging puzzles that utilize the interactive nature of VR and cater to the chosen escape room theme.

## Deliverables:

* A playable VR game of your escape room experience in Unity3D (APK File).
* A Game Design Document (GDD) outlining your project concept, design choices, and development plan (See attached GDD Template).
* A short presentation outlining your design process, challenges encountered, and unique features of your escape room.
* A well-organized Git repository on GitHub that tracks your project's development history.

## Assessment Criteria:

* **Virtual Environment (15%):** The environment should be visually appealing and relevant to the chosen theme. Lighting, textures, and 3D assets should contribute to the atmosphere and believability of the escape room.
* **Interaction Mechanics (20%):** Players should be able to interact with various objects in the environment - pick up items, activate levers, and solve puzzles. Movement mechanics (e.g. teleportation).
* **VR Puzzles (20%):** Design a variety (**at least 3**) of puzzles that leverage VR functionalities and complement the chosen theme. Ensure clear clues guide players toward solutions.
* **Sound Design & Feedback (15%)**: Utilize appropriate sound effects and music to enhance the atmosphere and provide audio cues for puzzle solving and player interaction.
* **Writing Game Design Document (10%)**: Write a clear and concise GDD that outlines your project concept, design choices, and development plan. The GDD should include sections for theme, environment, gameplay mechanics, puzzles, narrative (optional), sound design, and target audience.
* **Git Usage (10%):** Effective utilization of Git for version control, code collaboration, and clear commit messages that document development progress.
* **Teamwork & Presentation (10%):** Groups will present their VR escape room, explaining their design choices, and challenges faced, and demonstrating successful completion of the escape sequence (maximum 15 minutes/group).

Notes:

* Don’t forget to mention group members' names in the GDD.
* Don't forget to disable the XR Simulator before APK submission, otherwise, I will not be able to test the game using the headset.
* Environment Selection and Import:
  + Utilize Pre-Made Assets:
    - Import pre-made 3D environments/assets from the Unity Asset Store. Select an environment that aligns with your chosen project theme.
  + Alternative Resources:
    - If a suitable environment isn't available in the Asset Store, explore resources like Sketchfab to broaden your options.
* Project Organization:
  + Maintain a Clean Repository:
    - Implement a well-structured project organization within your version control system to ensure clarity and maintainability.
* Hardware Preparation:
  + Ready Laptops:
    - Please ensure all laptops are functioning and available for project demonstrations.