**Project Description/Partnership** - We did a Virtual Reality (VR) drug-based game where you are in a maze and you have to escape in a limited amount of time or else you get caught by the drugs. There is no animation or stuff like that when you die. The developers are Dustin Hanley and Samuel Cross. Stacy Brooks was our producer. Jaimeson Biard was the one who came up with the idea. Tyler George was the videographer. And Gage Gorden for the software idea for the 360° camera software. We are part of the EAST Class, and this is our Virtual Reality (VR) project.

**Examples of the Technology** - The 360° Camera, Oculus Rift VR Equipment, Alienware PC, Unity Game Software, Mac OS X, Flash Drive, and Our Brains.

**Impact from the Project** - It gets the message out to the people and say that you shouldn’t do drugs unless you want to go through all the pain and regret.

**Next Steps to the Project, Partnership with Client** - We will keep working on this project until it is at its full potential, then again, there is no such thing as a full potential, so if we have the time, we will always work on this project. We are most likely going to work on projects together again.

**Critical evidence throughout the project** - Dustin and Samuel have made the map way before they figured out that there was a competition. They were working on it for the experience of using Unity. I came up with the idea that we should use it for the competition. We were originally going to make our own landscape and our own textures from scratch. But considering that Dustin and Samuel have already made a map, why not use it? So, we kind of took a project that was going to be for fun, for a competition.

**Self-directed learning and student growth** - Some students in certain schools choose the path of drugs and end up with bad lives. Our game encourages student growth to be healthful, neutral, and very good for one’s health. Students control their own lives and sometimes even that cannot be a good thing. It can lead to bad behaviors, not listening to parents and/or godparents.

**What made this project real** - The learning that took place from turning it into a simple Unity game, into something into an actual Virtual Reality device. We have had help from other EAST students from different grades, but the same school. We worked with Kenny Smudrick to try and import the game into a virtual reality machine in our School Library. The maze’s landscape from the terrain, to the very ending circle that you meet at the end was very hard work.

**Teamwork / collaborations among peers** - We had some help with the opening or ending video from Stacy brooks for letting us use the 360° camera and the VR equipment. We have 2 people that have really impacted the making of this project, and their names are Dustin Hanley, and Samuel Cross. They are the original creators of the map, and without their help, we would not have a working map that we are using. Tyler George has made the ending/beginning video. Jaimeson Biard had the whole idea of the map being used. Gage Gorden has helped try to download the software and run it with the 360° camera software uses.