

Proposed Solution

Problem

There is a small market for VR games in general although growing very rapidly, most of the games are either intense causing some discomfort or they are relaxing experiences. There is a lack of experiences that challenge the mind by being in an intense situation(Solving problems) without causing such discomfort or some sort of motion sickness.

With the release of the Oculus Quest 2 a lot of other headsets have been left to shame. Where a lot of new releases are becoming exclusive for the Device. This has left PC VR unable to play a lot of new releases that are coming out for the Quest 2.

Solution

I propose the following solution to create an immersive experience that challenges the mind with puzzles accessible in VR. It will take the User through a series of Escape rooms with various puzzles that will make the User think outside the box to move the escape room to move to the next room.

Similar to such Escape rooms that can be participated at conventions of horror studios or that seen in standalone escape rooms, the user will have timed puzzles to solve with increasing difficulty and increasing number in order to reach the next room.

An escape room is a collection of puzzles that are hidden from the user that lead to an end goal of opening a door or leaving the room.

Overview

Required Technology

1. Oculus Quest 2 or Oculus Rift with a wifi connection for download
 - a. Oculus Rift requires computer with minimal VR compatibility