

CyberWay

Github repo: <https://github.com/Joel-ajp/csc477-project2>

Concept:

ESCAPE THE ALL SEEING EYE! CyberWay is a VR escape room-style game, in which you must race against the clock to escape from the scrutiny of your AI overlords. Solve puzzles to forge a fake identity, hijack a train, and flee from the city.

Gameplay:

Throughout the game, the player will find themselves navigating from a subway platform, and eventually onboard an actual train. To accomplish this, a series of simple puzzles must be solved within each area. All the while, a timer will constantly be counting down. If the time runs out, the player will be 'captured' by the AI overlords, and the game will be over.

It is developed primarily for the Oculus Quest 2.

Stage One: Subway Platform

Puzzle 1 - Ani

Stage Two: Train

Puzzle 2 - Joel

Puzzle 3 - Matthew

Puzzle 4 - Bays

Art Direction:

The game takes place in futuristic dystopian city, with a multitude of billboards & subliminal messaging alluding to the player's status as a fugitive. The goal was to make the environment as cramped and oppressive as possible, while sticking to a neon color palette to emulate a futuristic cityscape. All of the assets were created in a low-poly style-mostly for simplicity's sake.

Art Mood Board

Environment + Assets Created

Planning + Working Boards:

Story Line Think Board

Info Board

Puzzle 1 - Ani



Between you and your escape train is the ticket eater. A fugitive of the AI overlords, getting a ticket with your own ID would be the end of your ride. Your first puzzle is to piece together a false identity using your environment and memory skills, which will allow you to get on the train scott free.

Detailed solving:

The player needs to create an ID card that can be exchanged for a ticket.

Clues:

- A ticket machine stands by the gates. On it says "Insert ID for Entry Ticket".
- On the wall directly above it is the player's WANTED: GOVERNMENT FUGITIVE poster (something like that) to indicate the user's ID won't work.

-A table nearby or built into the ticket machine is where pieces will be placed.
On it is the empty frame of an ID card

Pieces:

- Card frame (located on table)
- Two parts of an ID photo that match (located on the floor somewhere)
- Piece listing a name and birthday (located in a binder that had been abandoned on a bench or chair)
- Piece listing date issued and expiration date (located on the wall in a paper container or cork board with train schedules/posters)

Red Herring Pieces:

- ID photo part(s) that don't match
- piece(s) listing a name and birthday that is too damaged to read properly or otherwise invalid
- piece(s) listing dates issued and expiration date that don't match/make sense

Items needed:

- Ticket machine (with built in or separate table)
- Card pieces listed above (models can be reused with different textures)
- Binder with papers visible to take pieces out
- Wall mount (cork board or something else that hold paper)
- Posters that demonstrate what year it is so date puzzles can be done and that indicate the player is a fugitive of AI Big Brother

Puzzle 2 - Joel

Core concept:

You are given a prompt on the 'hint' screen in the train that says "Find your seat".

Based on the order of the seats and the symbol on the seat, manipulate the combination lock to unlock the door to the maintenance room, which leads to puzzle 3.

Thematic Ideas:

I am thinking squid game symbols on the chairs, or some type of symbol that represents each team member.

The number on the back of the seat should be the value that you put into the combination lock counter (probably 0 through 9 for simplicity on the counters).

Three counters (thus three symbols).

Practical Ideas:

Random position for the symbols on the chair models. Finite number of chairs (obviously). Finite number of symbol positions on the chairs. Each chair has the same number each play through, only the symbol changes. Some sort of discrete counter, possibly next to the door with up and down arrows to adjust the numbers.

Puzzle 3 - Matthew

Within the maintenance car there's various references and guides. One of them is relevant to maintaining the door access controls and accessing the panel that contains them. The maintenance car is also connected to the conductor's car.

The player has to access the panel connected to the conductor's car door. Once open, they have to reference one (or multiple) manuals to rearrange the components of the circuit to bypass the security controls. Perhaps some of the manuals have parts of the pages ripped/missing or mixed up, requiring the player to decipher what parts belong to which manuals.

Puzzle 4 - Bays

After getting through the previous door, the player arrives at the head of the train. Next to the door is a screen within the wall, and a keypad below it. You need to find a way to shut down the AI so you can slow down the train. Given a time limit, the player must find the correct controls and use terminal commands to shut off the AI before it kills you. You must dig through the encrypted file to piece together the password. Requires some guessing, similar to wordle and terminal challenge from Fallout 4.

Art Mood Board

Inspirations: Wall-E, D:BH, Fallout 4, Cyberpunk 2077



Mood Board: Digital bulletin board in the train that cycles through photos. (Maybe incorporate into a puzzle?)





Initial Sketches: Created as ideas were still being solidified

faint life sounds

Room 1



Environment + Assets Created







