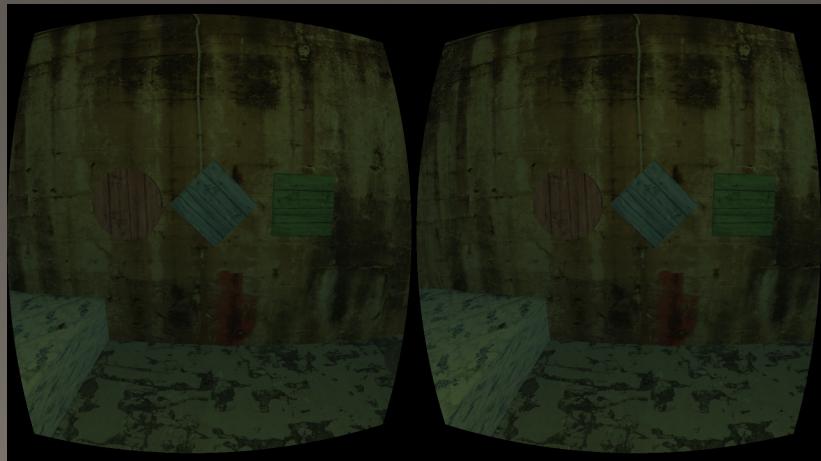
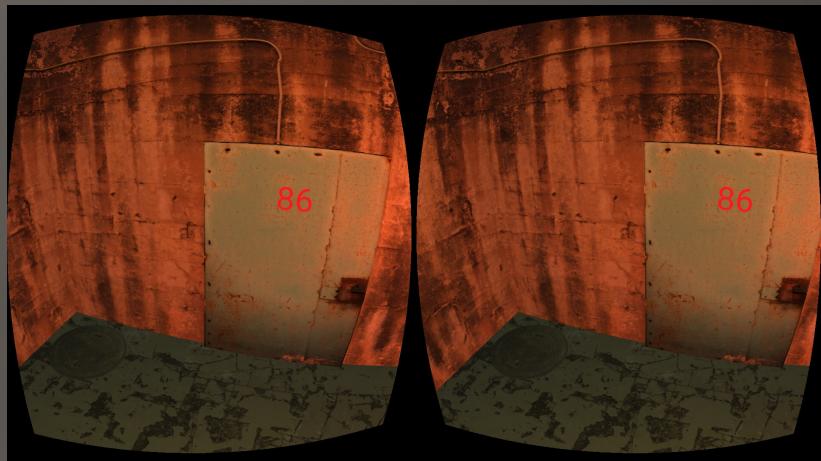
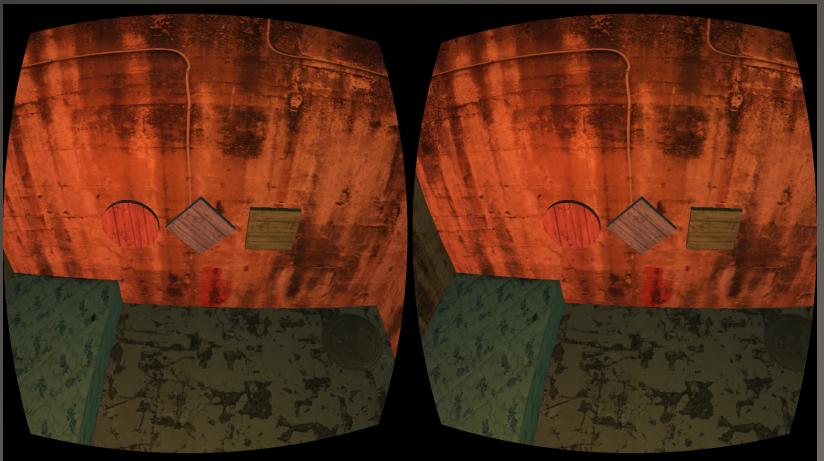
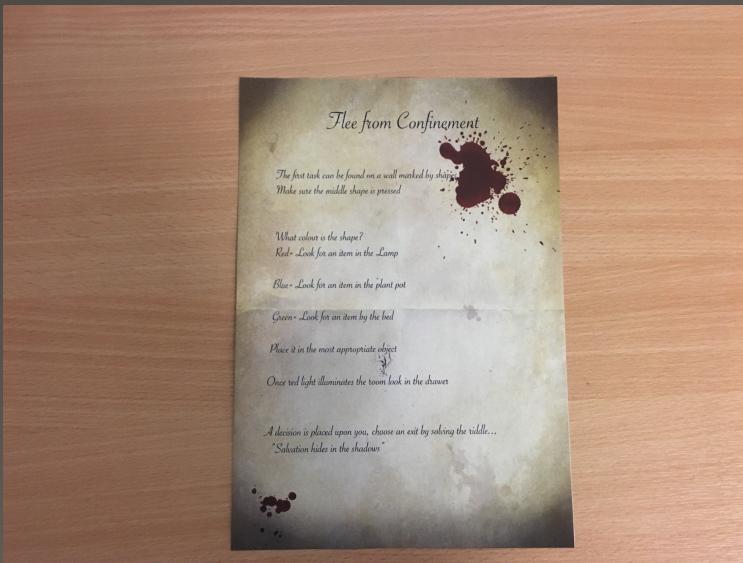


Leon Philpot and Oktawian Klosko

Flee from Confinement

The Result



Documentation and reflection

- **How did you come up with the idea?**
 - After deciding to use A-frame, we wanted to focus on a point and click gameplay mechanic which later spawned the idea for an escape room VR experience due to our personal interest in the recent popularity of escape rooms. The mixed reality aspect of the concept became the main focus of the project as we wanted to create an immersive experience that had a social aspect and made communication vital to achieving the objective of escape.
- **How did you respond to the topic of the brief?**
 - The topic of the brief was initially difficult to tackle as our ideas lacked a unique sense of immersion as the original idea was to only have a VR scene, however following some research on mixed reality games such as Bomb Corp. we were able to identify an immersive quality that could be implemented into our concept. This became the second player who guides the other player through the escape, we wanted to implement this into our project as the original concept lacked a sense of tension that can be found in cooperative games.
- **What were the steps you were working on?**
 - The steps we took included creating the initial design on paper in order to easily note ideas that could then be implemented into an A-frame scene. After adding all of the main design components such as models and textures to the scene we were then able to start working on the mixed reality element of the experience by creating a guide for Player 2. This then allowed us to focus on polishing the project by fixing bugs through feedback and testing as well as adding sound to the scene.
- **How did you test and evaluate your project?**
 - In order to test and evaluate the project we regularly tested the VR scene for bugs during the production process. We also decided to get feedback from our peers before handing in the project to ensure that the overall experience worked as intended. Being able to see how people interacted with our project allowed us to judge our immersive experience from a different perspective. After evaluating our project we came to the conclusion that overall we have been successful in creating an immersive mixed reality experience as we were able to portray tension and cooperative gameplay effectively within the timeframe of the project.
- **What were the difficulties you encountered?**
 - One of the difficulties early on was ensuring that our immersive experience had a unique quality that immersed the player, in order to achieve this we decided to make the game more complex by adding a second player and a mixed reality element.
- **What makes your project immersive?**
 - Cooperative mixed reality gameplay that requires two players to play individual roles in order to flee from confinement. Also the gradual increase in tension created through a timer which encourages the players to think quickly and immerse themselves in the roles they are playing.

Documentation and reflection

- **If you drew inspiration from existing experiences, mention them.**
- Bomb Corp.(Jackbox Party 2), Keep Talking and Nobody Explodes, Escape Rooms. Together these games helped to form the basis for our project as Escape Rooms focus heavily on tension through a time based puzzle, while Bomb Corp. and KTaNB emphasize cooperative play through mixed reality.
- **You must document who is responsible for the individual aspects**
- Leon- Programming/VR Scene Production/Playtesting/Sound, Oktawian- Design/Research/Mixed Reality/Documentation
- **You should also mention what you would like to improve or extend to develop the prototype further**
- Extend the length of the puzzle, this would help to make the experience feel even more intense as endurance would become an additional layer of difficulty for the players due to the constant need for them to pay attention to the timer.
- Give the player the ability to move within the scene rather than being stuck in place, this would allow for more realism within the experience as the player is given more freedom to explore the scene and therefore immerse themselves.
- Improve the overall quality of the experience by developing the project for more advanced hardware like the HTC Vive, which would help to give the player a better quality experience mostly due to the significant improvement in visuals.

Progress

Flee from Confinement

Player 2's Notebook

The first task can be found on a wall marked by shapes.
Make sure the middle shape is pressed

What colour is the shape?

Red= Look for an item in the Lamp

12.11.2017

Blue= Look for an item in the plant pot

Green= Look for an item by the sofa/bed

Place it in the most appropriate place

Once red flashing illuminates the room look in the drawer

A decision is placed upon you, choose an exit by solving the riddle...

Salvation hides in the shadows

Flee from Confinement

The first task can be found on a wall marked by shapes.
Make sure the middle shape is pressed

What colour is the shape?

Red= Look for an item in the Lamp

Blue= Look for an item in the plant pot

Green= Look for an item by the sofa/bed

Place it in the most appropriate object

Once red light illuminates the room look in the drawer

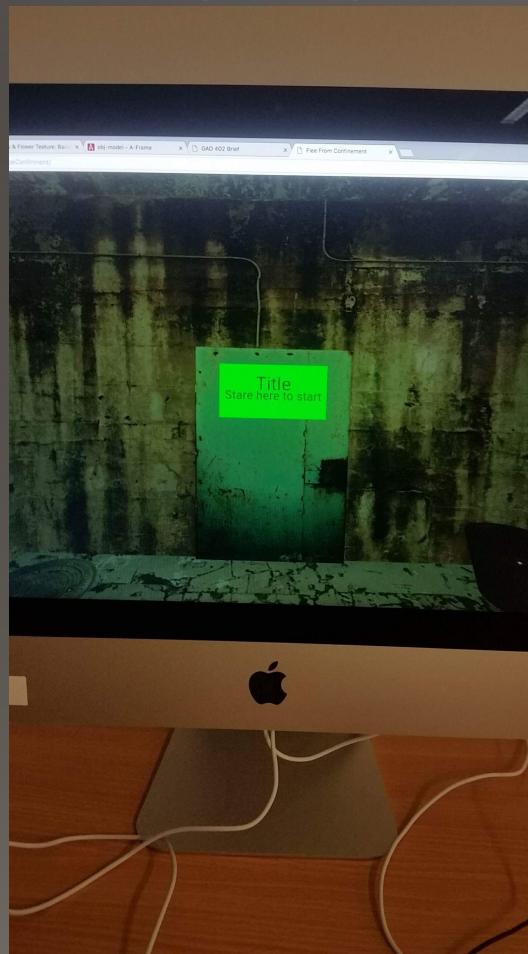
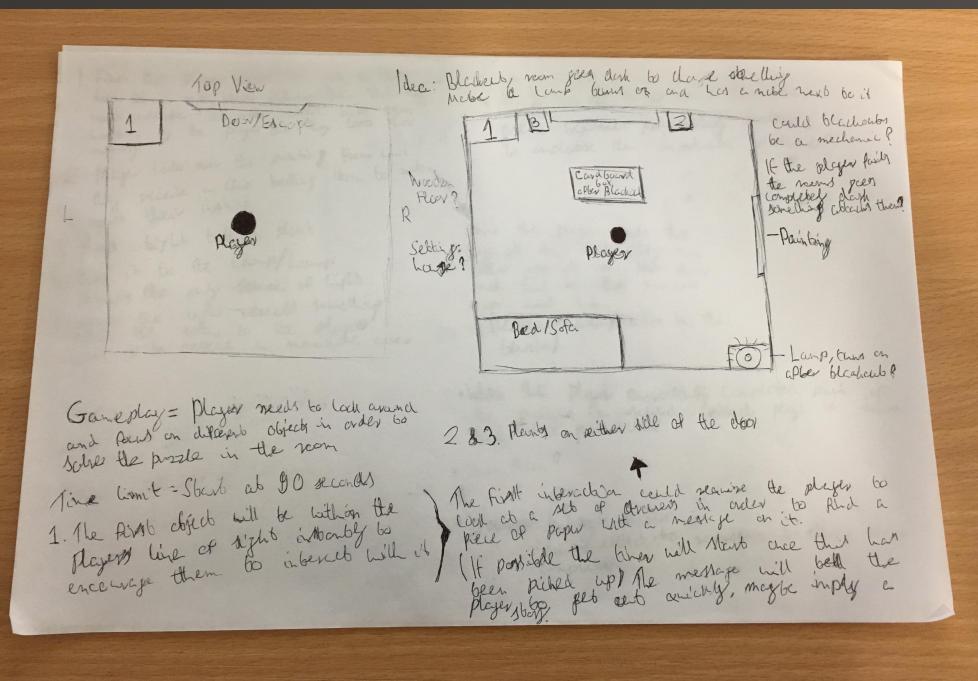
A decision is placed upon you, choose an exit by solving the riddle...
"Salvation hides in the shadows"

14.11.2017

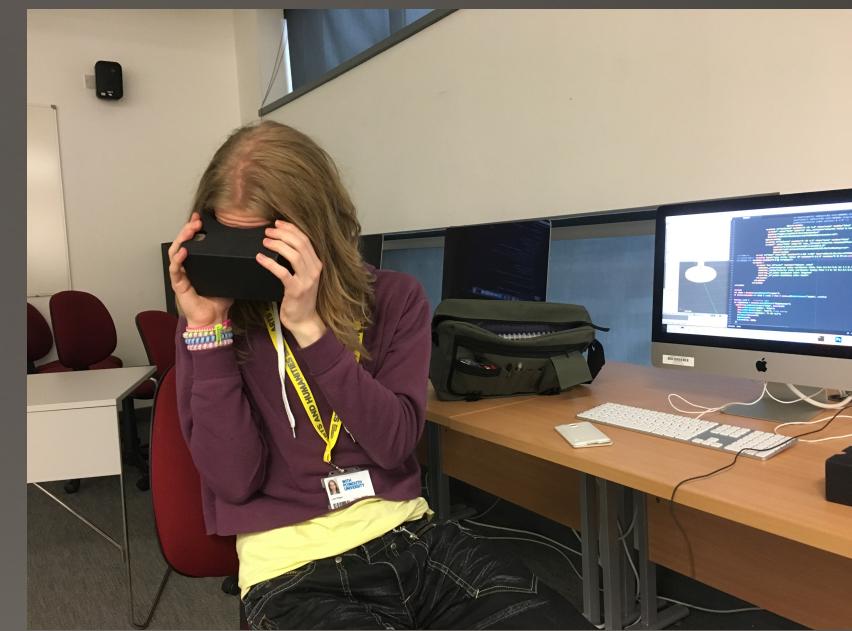
Progress Continued

14.11.2017

7.11.2017



14.11.2017



3rd Party Material Used

https://upload.wikimedia.org/wikipedia/commons/c/cf/Old_paper7.jpg

Sound- freesound.org

Textures- cgtextures.com