Individual Project Report 1

Title: Escape from the Mind (?)

Genre: Puzzle

Description: A game inspired by Antichamber and Portal that involves solving puzzles in a 3D space. Puzzles are based on non-Euclidean physics mechanics.

Progress: The first puzzle I tried making was to make the character be able to control upside down and to change their orientation when looking at the ceiling. The default Unity3D character controller and first person controller wouldn’t allow me to do this, so I ended up writing one on my own and used the default mouse look script to control my character. I then created a script for the ceiling to where if the player looks at the ceiling directly up, then it will rotate the player and move them up on the ceiling. When they’re on the ceiling, they can do everything they could when they’re on the floor.

