Escape Room – Farmer Little Helper

Help the old farmer,

He cannot see very well , he also need help with his heavy lifting tasks.

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Build files are in Google Drive:

https://drive.google.com/drive/folders/1e1ffuIedZNc1tWIxbTCsjOoyuZGCBGsN?usp=sharing

Game flow:

1. Organize wood the order of the colored trees,
2. Count the number of ducks in the farm – 8
3. Bring back the pig into his place

For each level you have:

- Instructions (hints) what to do – using UI.

- A special test button that simulate what the user need to do in order to solve this level. (Using animation)

- A special message when finishing the level – using UI.

- A special effects when finishing the level – using particle effects.

- *his own scripts, all his related GameObjects inside a dedicated GameObject :

(Level1, Level2, Level3)

General Object:

-All the Object in the game are Low Polygons ,in order to save resources and make the game fast for VR use.

-The user can pick up small to medium objects in the scene, like small rocks ,woods, animals, char, stool.

-Heavy items cannot be picked up, to simulate real life, like caws, trees, large rocks.

Controllers – VR simulator:

To grap an object – g

To teleport – b,w

Move the arm – Shift

Move arm around -Ctrl

See around – q ,e