

Mystera[★]

Wizardry & Alchemy

Immersive VR GAME

Procedurally Generated Dungeons

by
Gregory Chia Ming Feng
and Justin Liew Jhun Kin

Problem Statement

Many VR games struggle with **shallow mechanics**, **uncomfortable controls** and **weak replay value**.

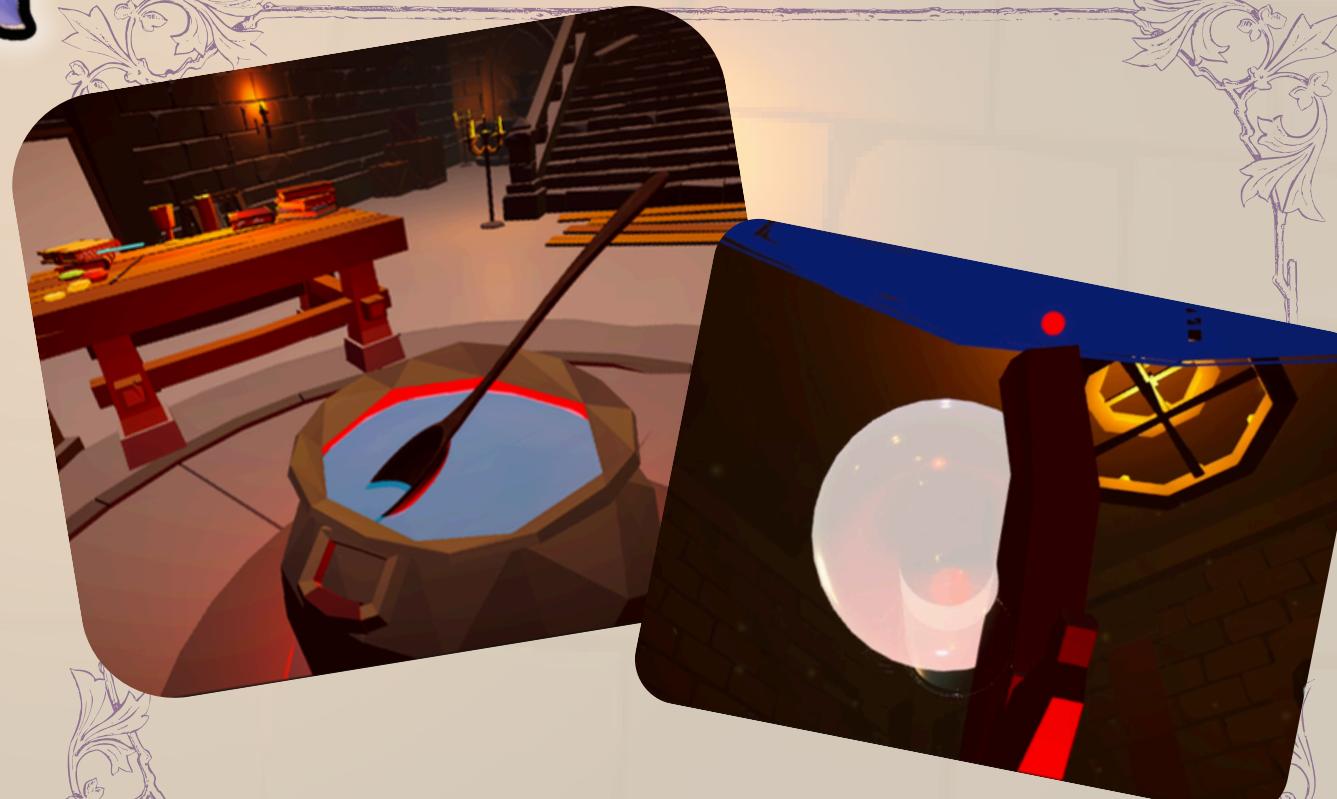
Fantasy VR titles often focus on visuals but lack meaningful **interaction or progression**. Mysteria aims to solve this by combining intuitive spellcasting, potion brewing and exploration to create a more immersive and engaging experience.



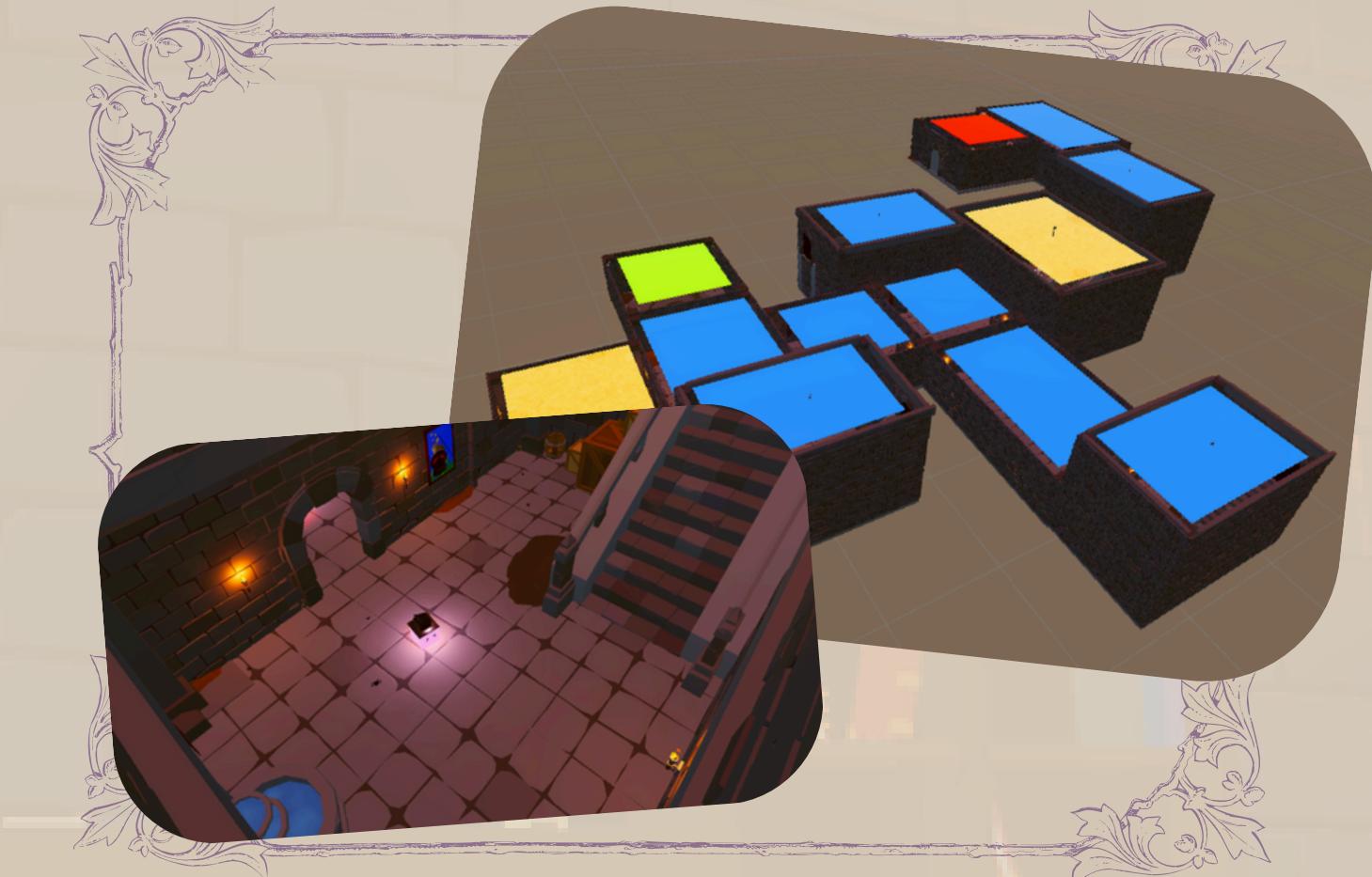
Many VR games struggle with **replayability** because **handcrafted levels become predictable after a few playthroughs**.

Simple grid or random-placement generators tend to produce **overlapping geometry**, or **missing key spaces**, which immediately disrupts immersion and experience in VR.

Objectives



- Create **intuitive and comfortable VR controls** for immersive wizarding.
- Design a gameplay loop & mechanics to maintain **long-term engagement** and replay
- Explore how **VR can enhance immersion** through interactive systems.

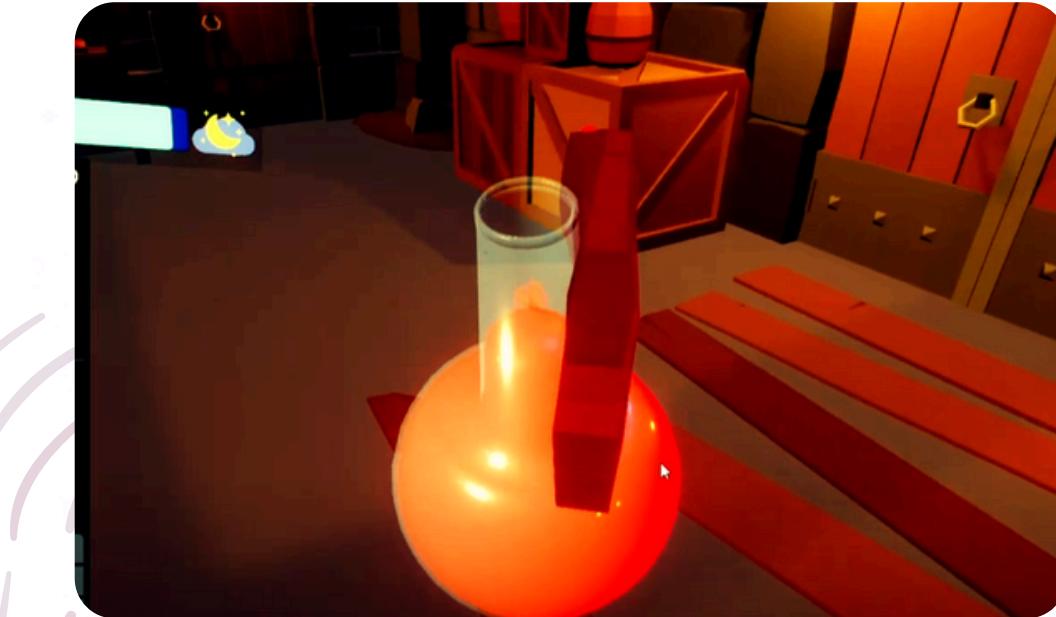


- Develop a **collision-based, connector-based** dungeon generator from modular prefabs.
- Ensure **variety** and replayability while maintaining **navigable, immersive spaces** for VR.
- Integrate **confirmed rooms** for key gameplay spaces.
- Implement an exit room system with sealed unused connectors to preserve believability.

What's the Mysteria Project?

A Realistic VR where you live the life as a wizard

Potions



Spells



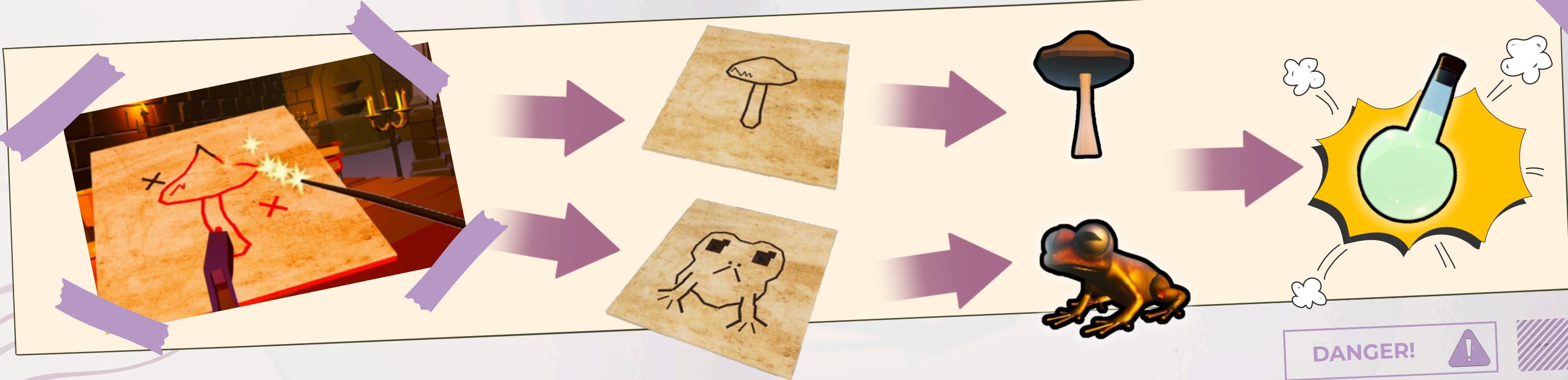
Dungeons



DANGER!

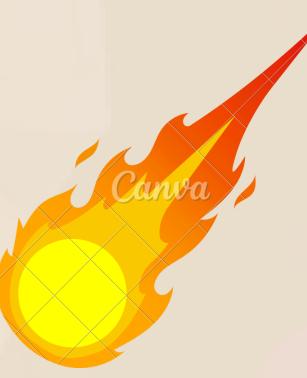


Make Potions!



Spells

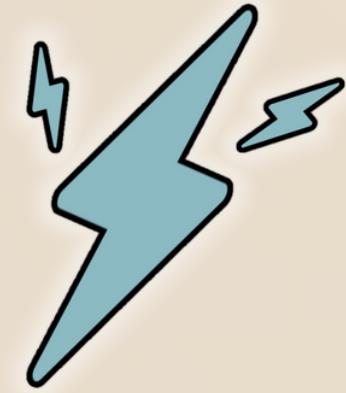
Fireball!



Draw Using UR



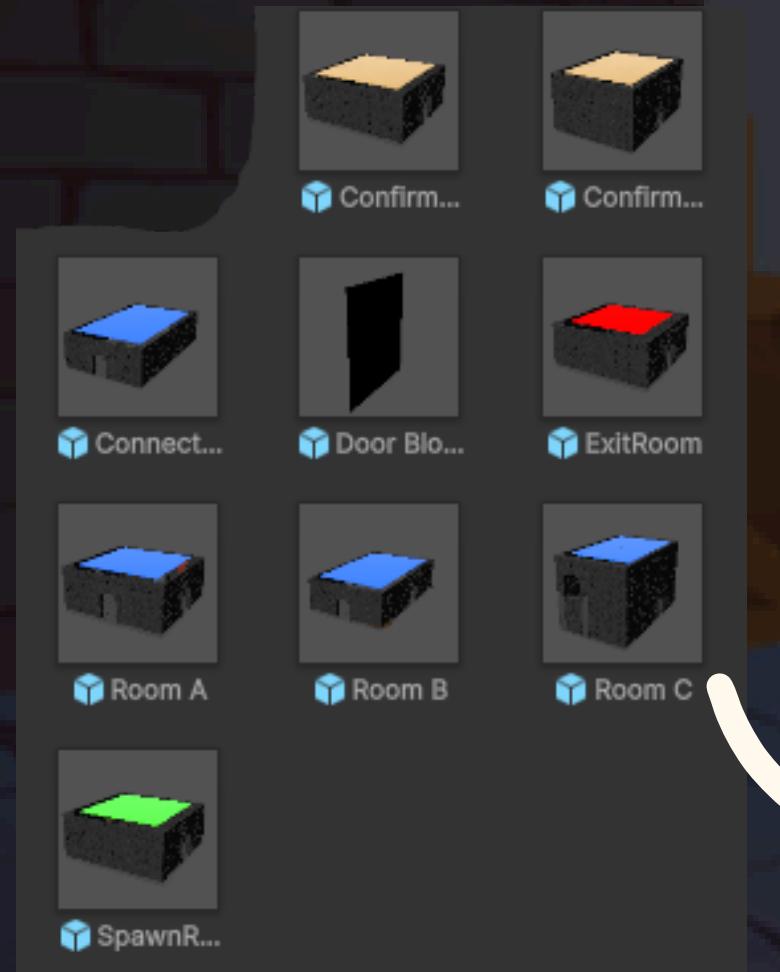
Zap!



Dungeons!

Procedurally
Generated

Make Room Prefabs



Dynamically set each
dungeon level



Unlock
Ingredients



Explore, Loot &
Progress

Dungeons!

**Treacherous
Traps**

Watch your step!

Use levitation potions
to fly pass them!

Sealed Doors



Use potions to dispel
the magic lock!

Video Brewing & Drinking Potions

Brewing Potions

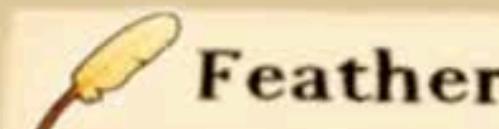
Levitation Potion

Items

Ingredients

Recipes

Spells



Feather

Source: Chickens
Lucky!
Used in alchemical processes
soft and elegant touch

Summary



Frog



Mushroom

Video

Dungeon & Combat

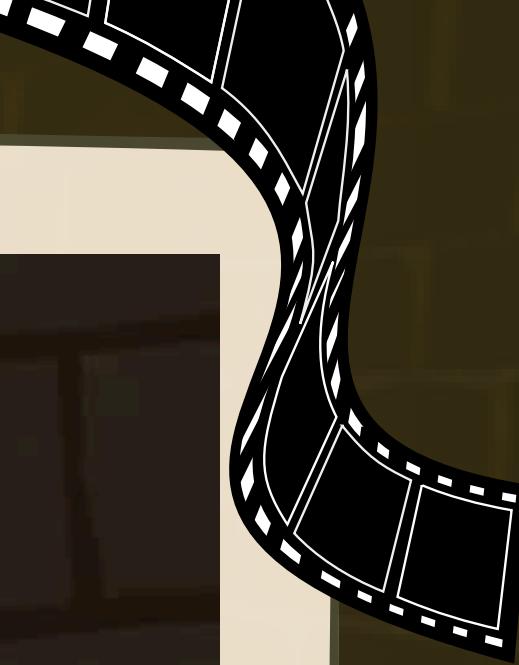
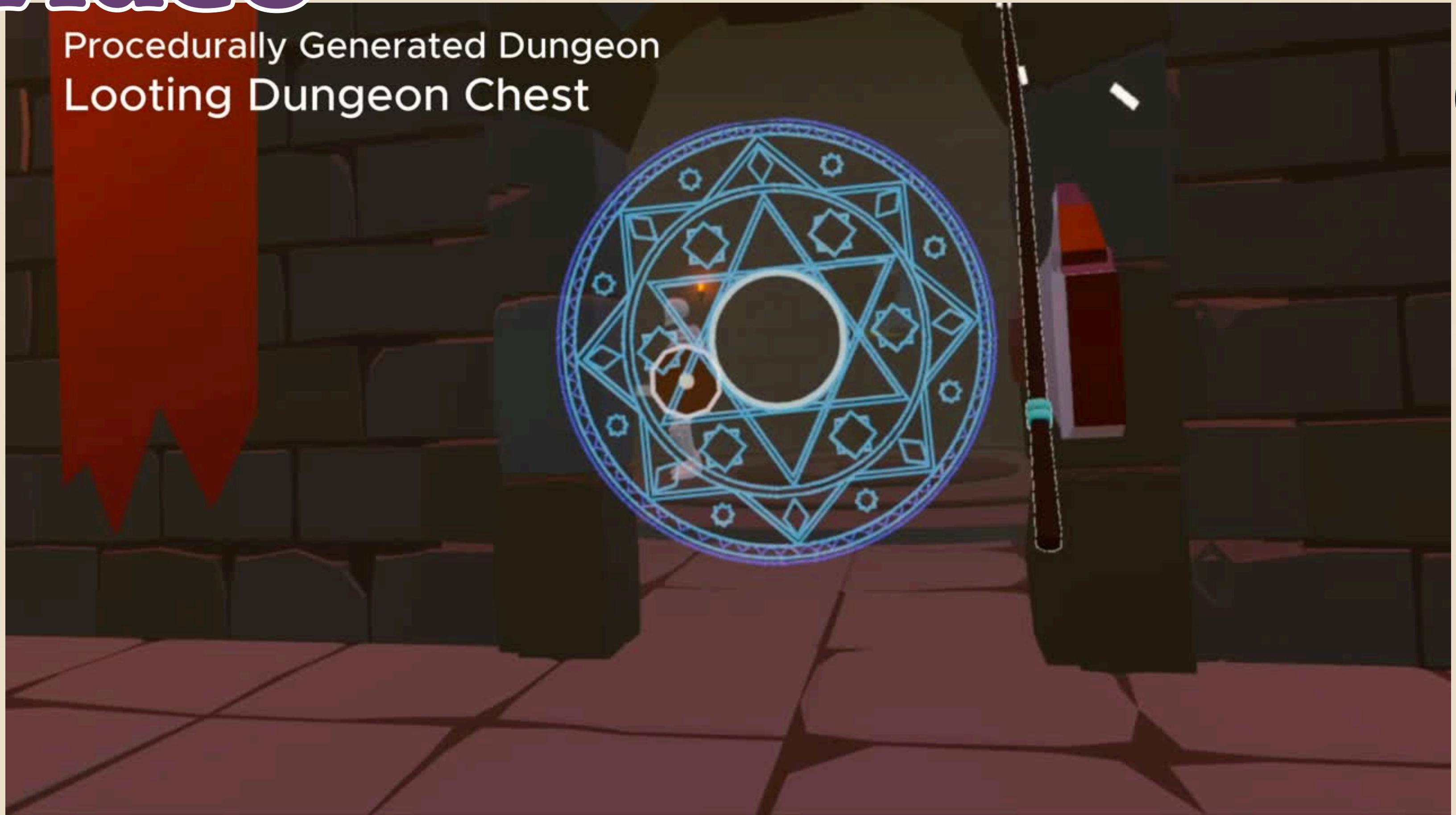
Hat (Inventory System)



Video

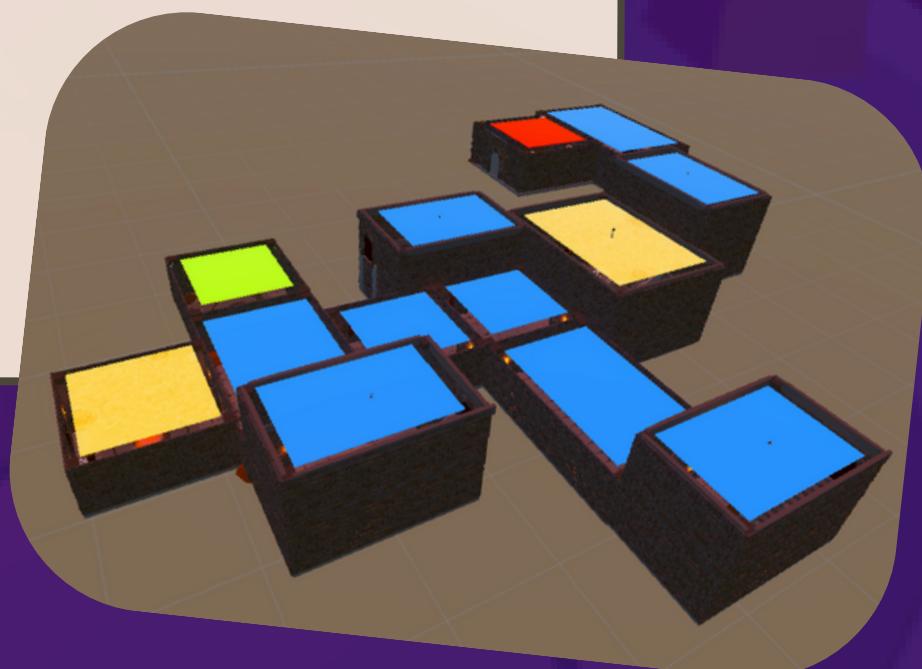
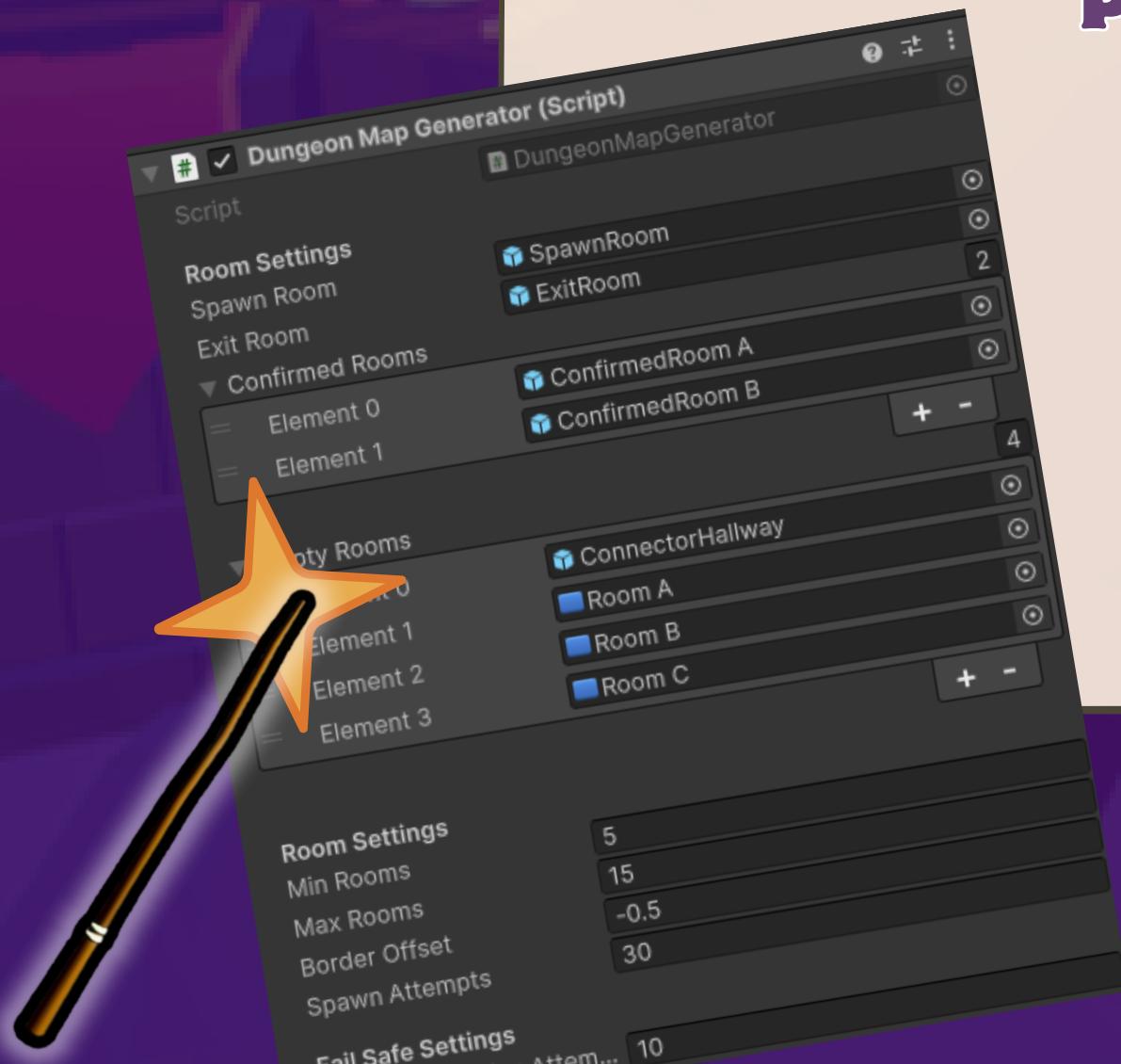
Exploring the dungeon - Looting, Unlocking

Procedurally Generated Dungeon
Looting Dungeon Chest



Live Demo

Procedural Dungeon Generator



Our Team

Gregory & Justin
Founder of Toffee Games



Lead Programmer



Lead Design

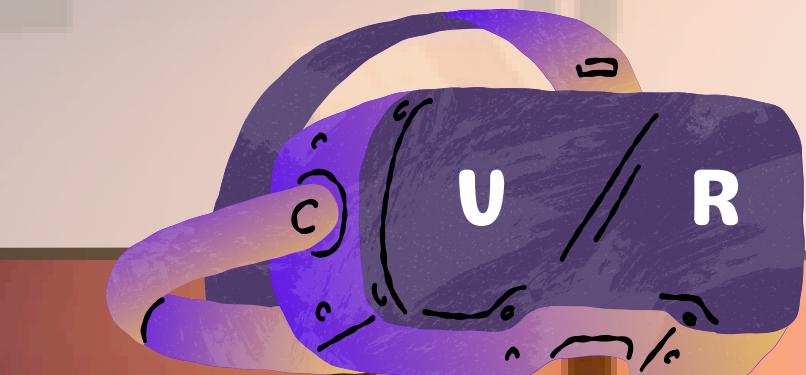
Kee Yee & Wan Xun
Talented Members



Programmer



Artist





Thank you for listening!

QnA?

