

VR ESCAPE +

Group 18

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Supervisors

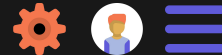
SCM Mr. Yim Chun
Pang
CS Dr. Li
Minming





01.

INTRODUCTION

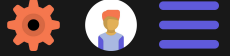


INTRODUCTION

- Our project, VR Escape, is a immersion VR escape room
- Game theme → American Gothic.



American Gothic, 1930



GAME STORY

Player entered the virtual world as Grant Wood, bearing the unbearable stress and escaped. Until the player founded the diaries of Grant Wood... What happened to him?

This space seemed peaceful, yet a bit too quiet.

Eerily peacefulness₊



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02.

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METHODOLOGY

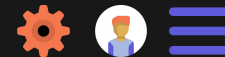
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HARDWARE

Platform:

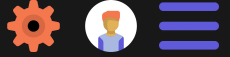
- PC

Hardware:

- - HTC Vive Pro Vr Headset



DEVELOPMENT ENVIRONMENT



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UNITY 3D

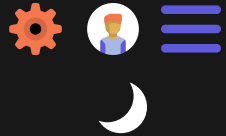
3D game engine which is popularly used for games and VR applications development



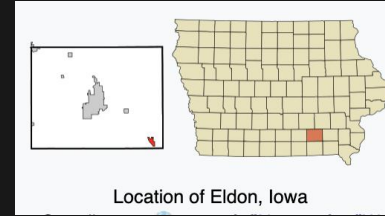
VR TOOLKIT

A collection of scripts and concepts

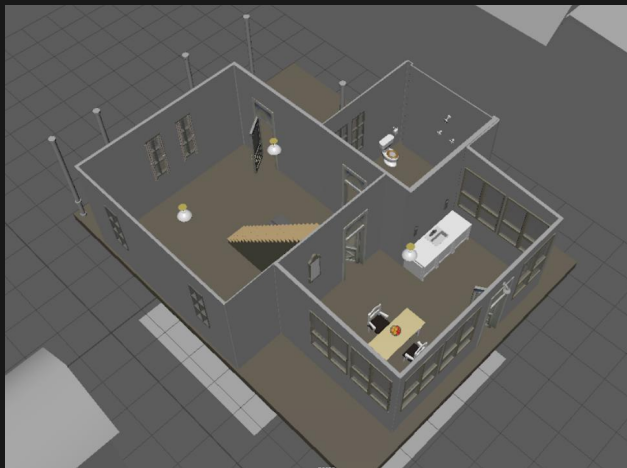
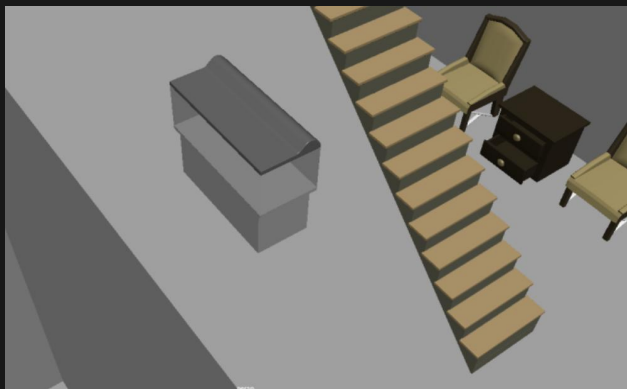
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03. BUILDING FROM SCRATCH

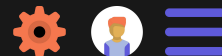


AMERICAN GOTHIC HOUSE CENTER : <https://americangothichouse.org/house>

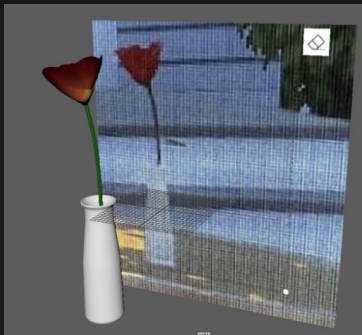
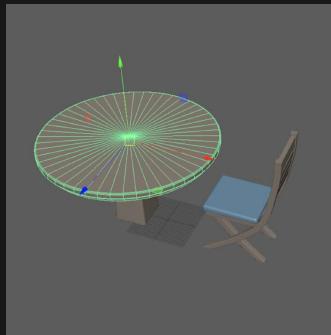


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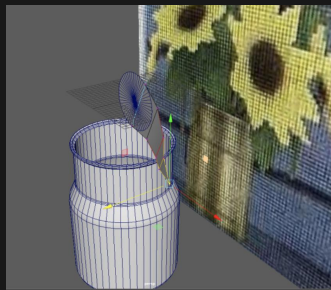
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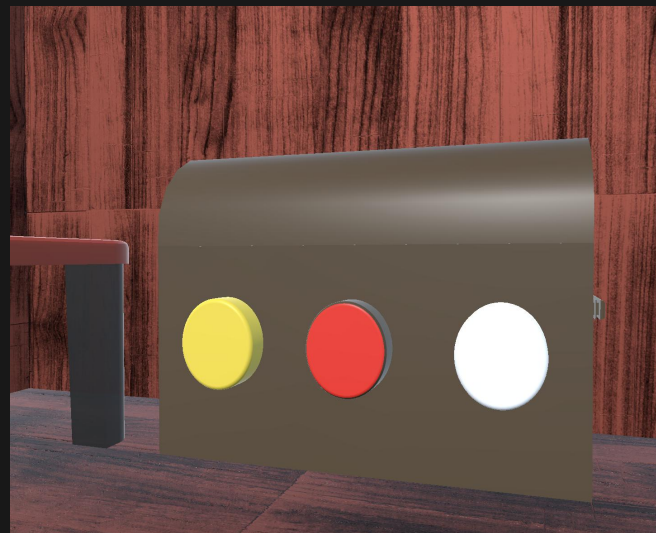


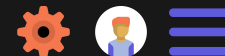
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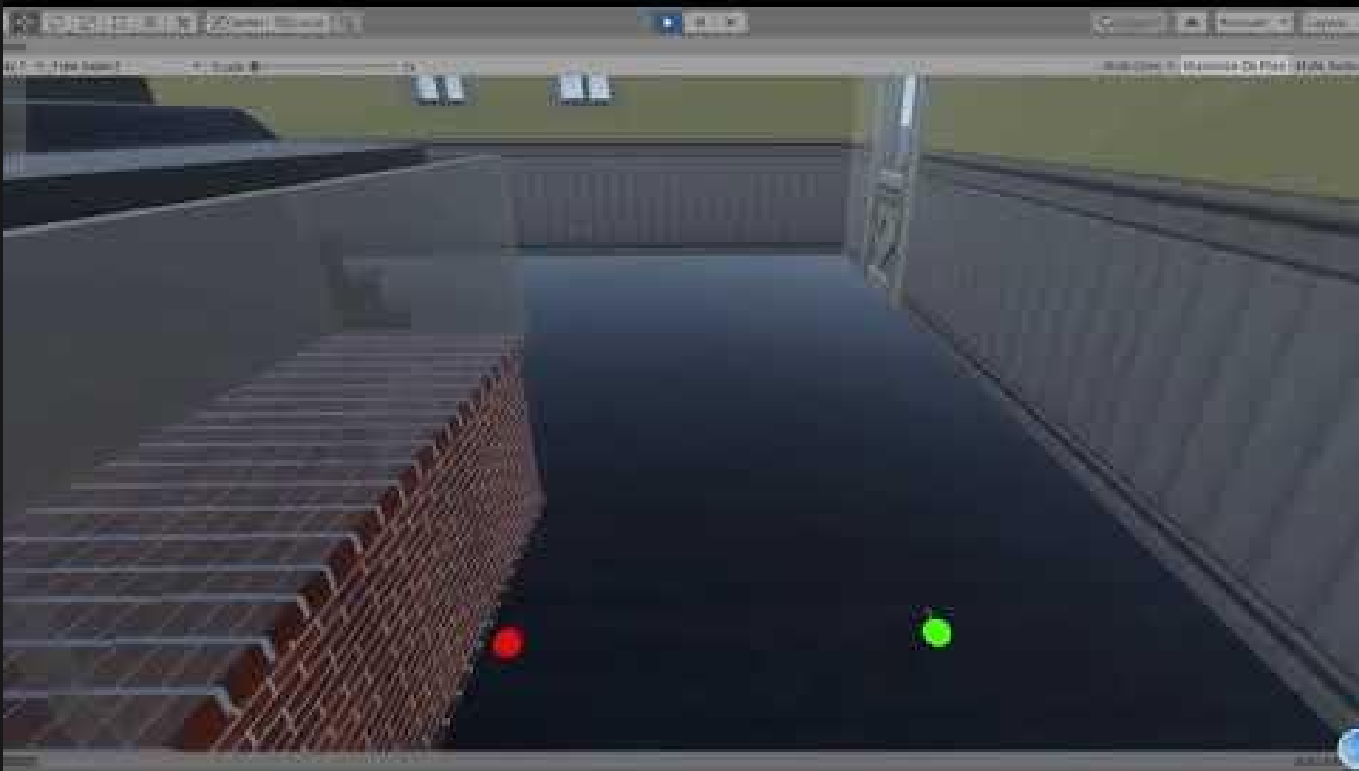
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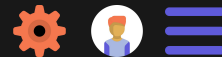




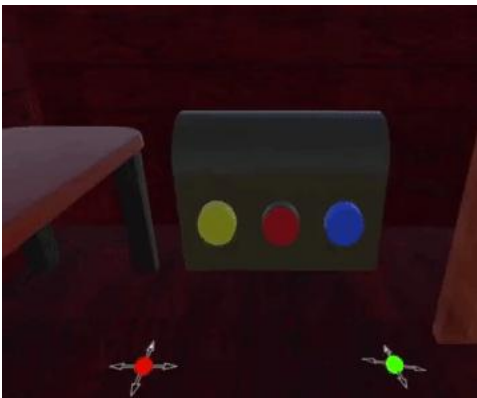
04.

PROTOTYPING

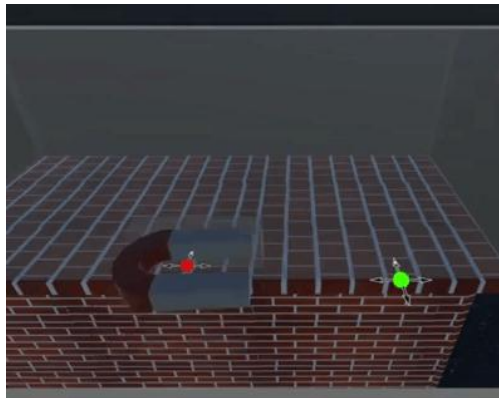




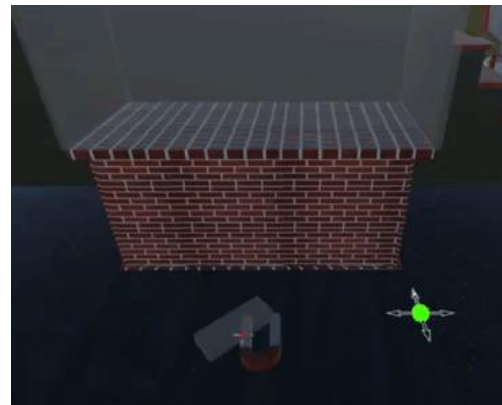
PROTOTYPING



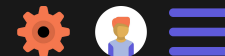
Open UI to unlock chest



Use Magnet to attract key



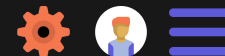
Use key to unlock drawer



05.

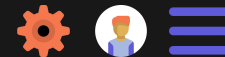
FINAL DELIVERY





06.

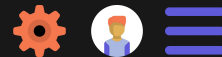
PLAYER FEEDBACK



STARTING TUTORIALS

“It took me a while to get used to how to control in the game”



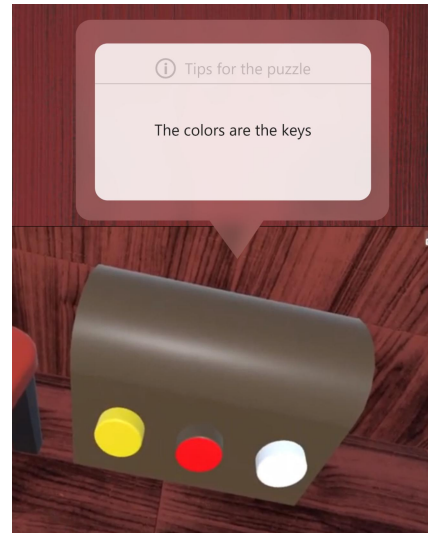


HINTS FOR PUZZLES

"I don't know how to solve some of the puzzles until I got some hints"



Solution → Pop-up window



Outline frame