

## VR FINAL PROJECT DOCUMENTATION



## TREASURE HUNT VR

-----> *Hidden Fortune*

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## **Overview :**

**Create a Virtual Treasure Hunt Environment.**

**Treasure Hunt VR is an VR application which allows the user to be a part of the Treasure Hunt.**



## **Introduction :**

### **Story Behind :**

**There was a man who loved to hunt treasure using his mind, his name is Shaik. Recently he received news regarding a treasure which was in the jungles of Africa. So he began his journey to Africa.**

**Shaik knew that it was not so easy to find a 100 years ancient treasure. Shaik started researching and so met many people and collected a lot of information regarding the treasure.**

**Shaik went to some ancient libraries and read about the king. After a lot of research he found the Treasure. He opened the Treasure Box, But to his surprise He found 5 more Boxes and a letter in that Treasure Box which are of different colors.**

**He started reading the letter**

**"""" These 5 Boxes consist of Different Environments.**

**1st Box----->UnderWater**

**2nd Box----->Space**

**3rd Box----->Alien**

**4th Box----->Monster Game**

**5th Box----->Graveyard**

**""""**

**After reading the letter, Shaik gets excited and starts to open the boxes.**

**Assume you are Shaik, open the Treasure Box and Experience the different Environments.**

### **Game Overview :**

**Treasure Hunt VR is not a normal Treasure Hunt which deals with Hints and Clues. This is a very interesting Treasure Hunt which can also be called as Unexpected Treasure . Here after finding the Chest(Treasure Box) , the player encounters 5 more**

**Treasure Boxes. Each Treasure Box contains different environments like Underwater , Aliens , Space , Graveyard ,Monster.The player encounters different experiences after opening each Treasure Box .**

## **Required Specifications :**

### **Hardware Specifications :**

- **Oculus Go VR Headset**
- **Oculus Go Controller**

### **Software Specifications :**

- **Unity Game Engine**
- **Oculus SDK**

## **Goals and Project Scope :**

- **Create a virtual reality Treasure Hunt compatible for oculus platform**
- **Create an Introductory Scene to explain the story behind this Treasure Hunt**
- **Create a scene for choosing different environments**

- Create Scenes for different environments

## **Milestones :**

### **Gathering 3D Assets and Sounds :**

#### **3D Assets :**

- Asteroids Pack (Alien Scene)
- Cemetery halloween set (Graveyard Scene)
- DreamForestTree (Treasure Scene)
- Free Animated Space Man (UnderWater Scene)
- Micro\_Submarine (UnderWater Scene)
- UnderWaterFantasy (UnderWater scene)
- Vast Outer Space (Space Scene)
- Zombie (Graveyard Scene)
- Monster (Monster Game)
- Aliens (Aliens Scene)
- JellyFishGirl (UnderWater Scene)

- Chest (Treasure Scene)
- Skeleton , Crawler (Treasure Scene)
- SpaceShip (Alien Scene)
- Planets(Alien Scene)

### **Sounds :**

- Fantasy Music Library Free
- Horror Music
- IdiaSoftware (For Zombie Sounds)

### **Refining UI Elements :**

- UI Buttons are used for switching among different scenes





## **Gameplay :**

### **Story part-1 & 2 :**

**Both the scenes describe the story behind this Treasure Hunt. UI is used for switching from one scene to the other scene .**

### **Finding the Treasure :**

**This Scene allows the User to experience how the Treasure Box is protected by Crawler and Skeletons.**

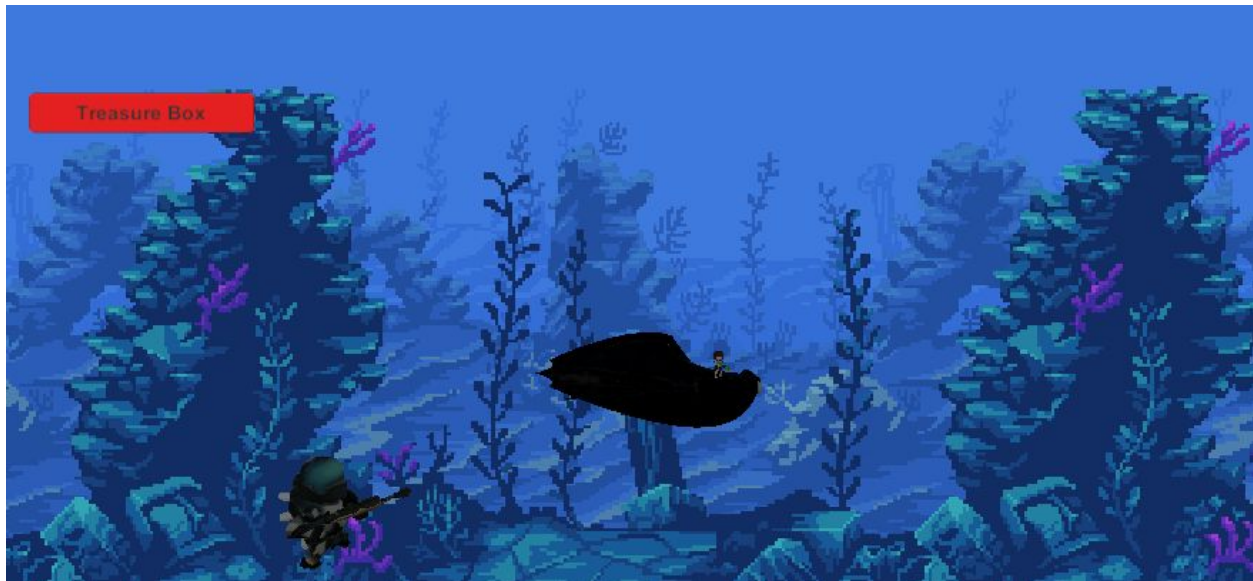


**There is a button called "OPEN TREASURE BOX" for opening the Treasure Box .**



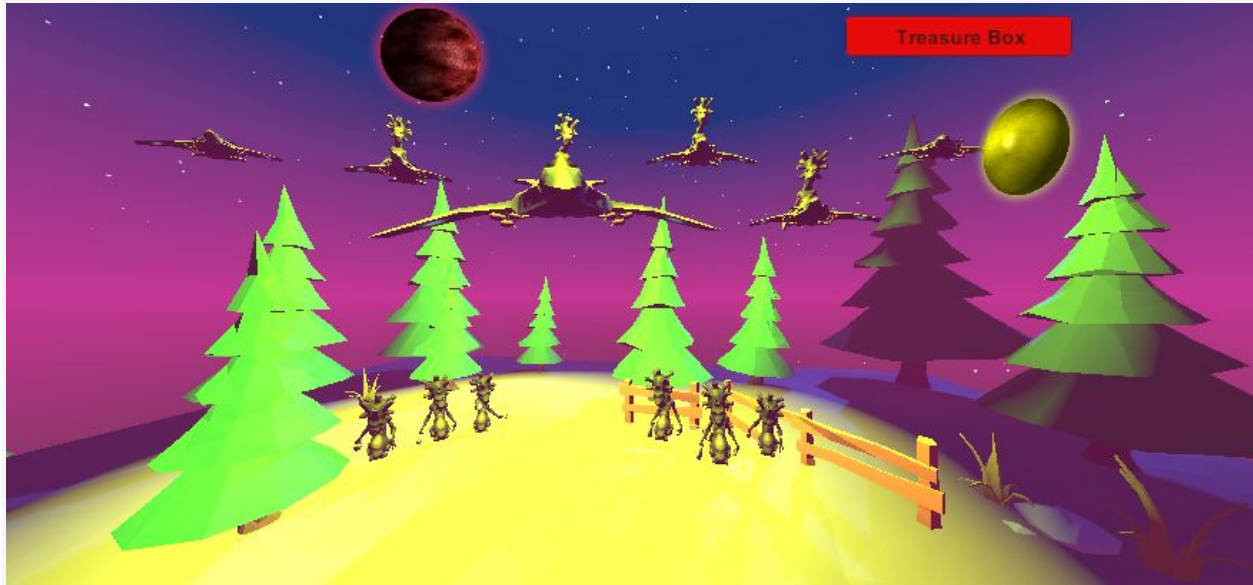
## **UnderWater :**

**This Scene allows the User to experience the UnderWater environment . The User can experience a Submarine and an Animated man .**



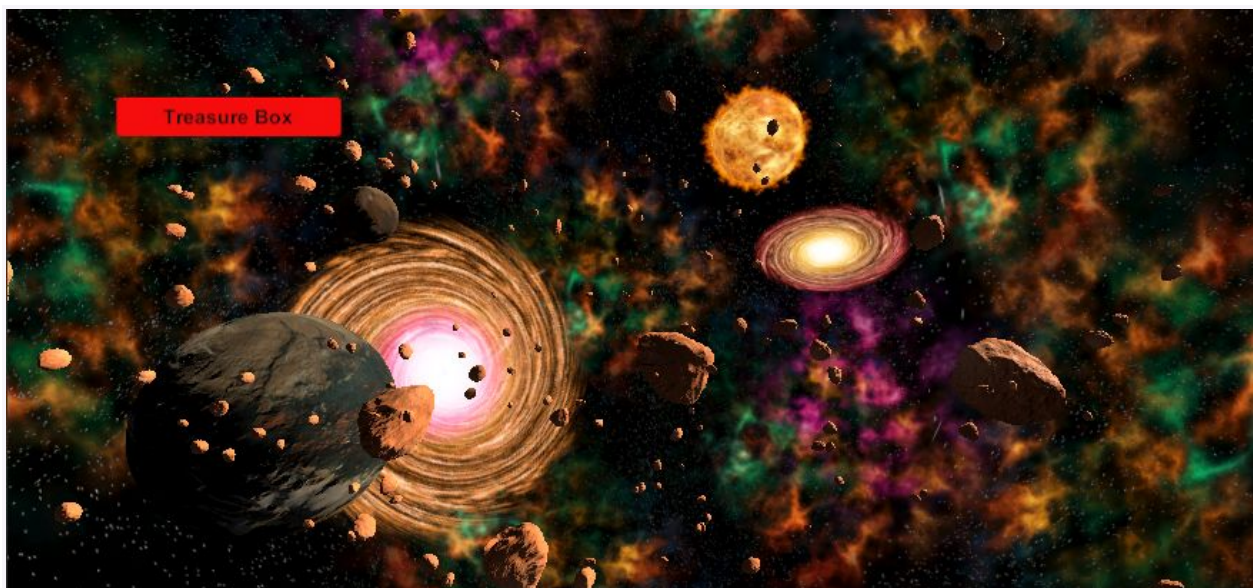
## **Aliens :**

**This Scene gives the experience of a group of aliens travelling from one planet to another to find their Enemies . A beam of light emerges from the spaceship and the aliens arrive on the ground. At last, the aliens found their Enemies .The leader of the aliens, lands on the ground to check whether the enemies are the one which they are searching for,and after sometime he goes back to his initial position.After finding their Enemies ,Aliens started to make large sounds, Because of the sounds their is a disturbance occurs in the space.Due to this two asteroids started to move.**



## Space :

**This scene gives the experience of the Space environment with Galaxies , Milky Ways , Asteroids , planets , Sun and comets .**



## **Graveyard :**

**This scene gives the experience of a Graveyard which is built up with horrible sounds of zombies and a stone monster.**

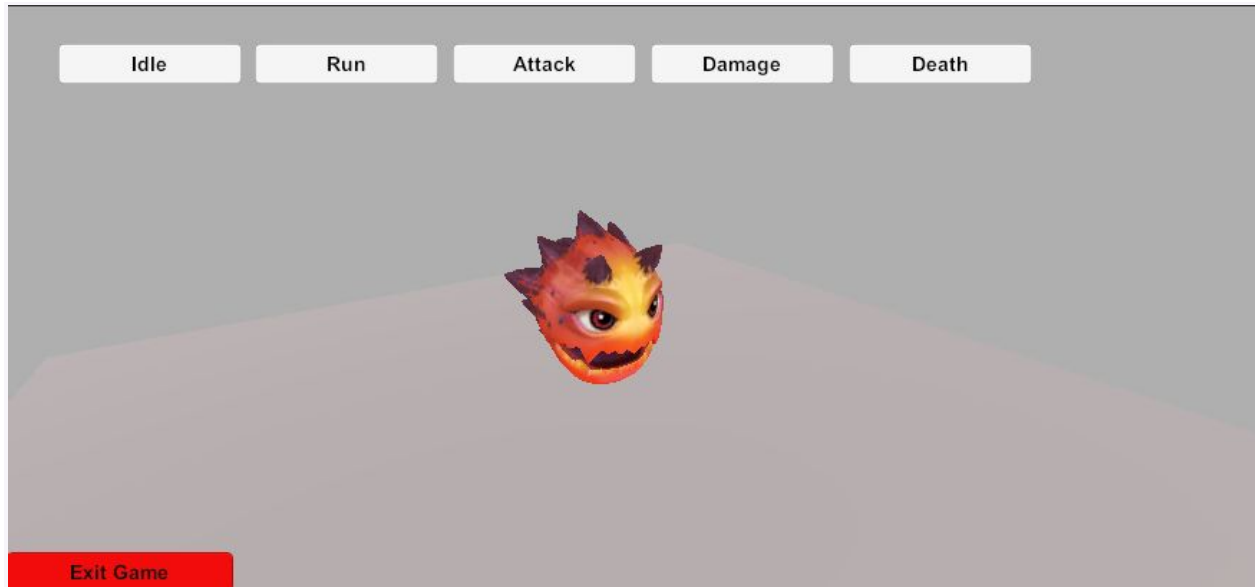


## **Monster Game :**

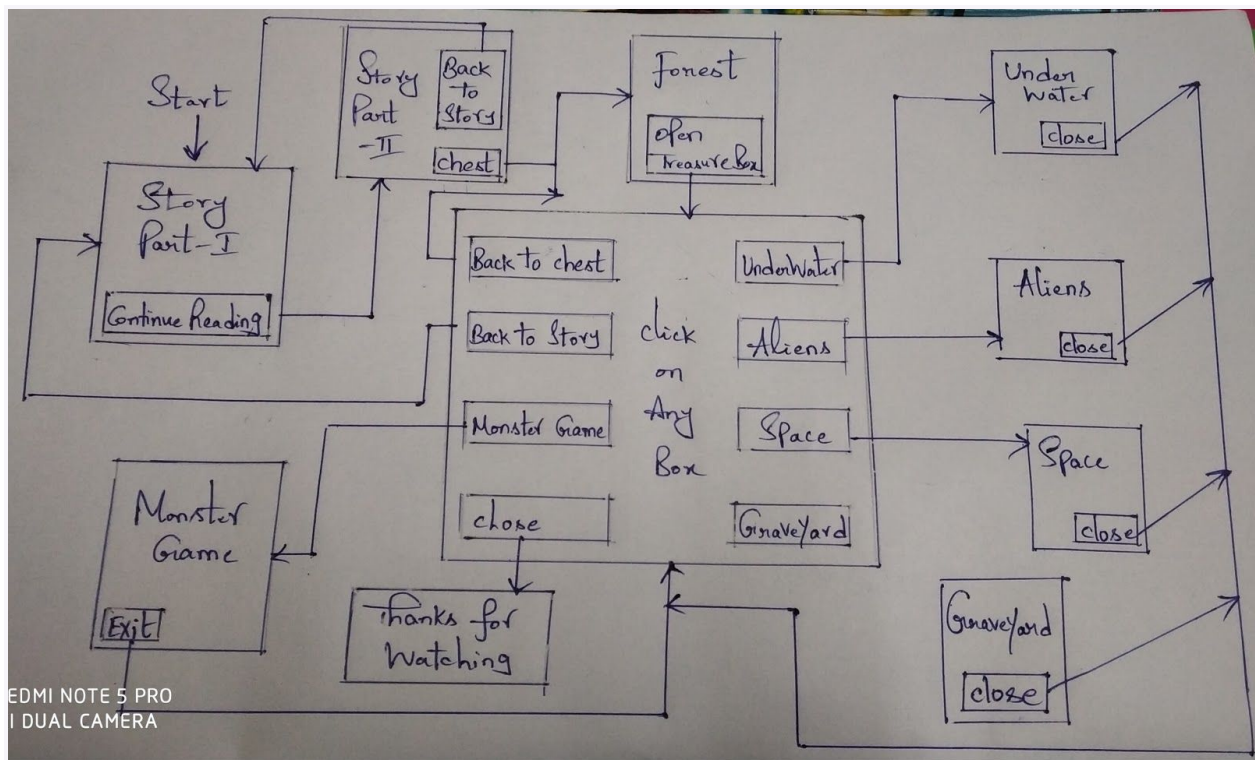
**The user can operate the monster with some interesting animations like**

- 1)Idle**
- 2)Run**
- 3)Attack**
- 4)Damage**
- 5)Death**





## Wireframes :



## **Future Scope :**

- Adding a lot of different 3D objects and Assets
- Adding a lot of different Environments
- Adding different sounds

## **Promo of My project :**

**Promo**