



GAME DEVELOPMENT WITH UNITY

UNLOCKING FEELINGS

DISCOVER EMOTIONS THROUGH VR EXPERIENCE

Instructor:

Dr. Moshe Sulamy

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Presentors:

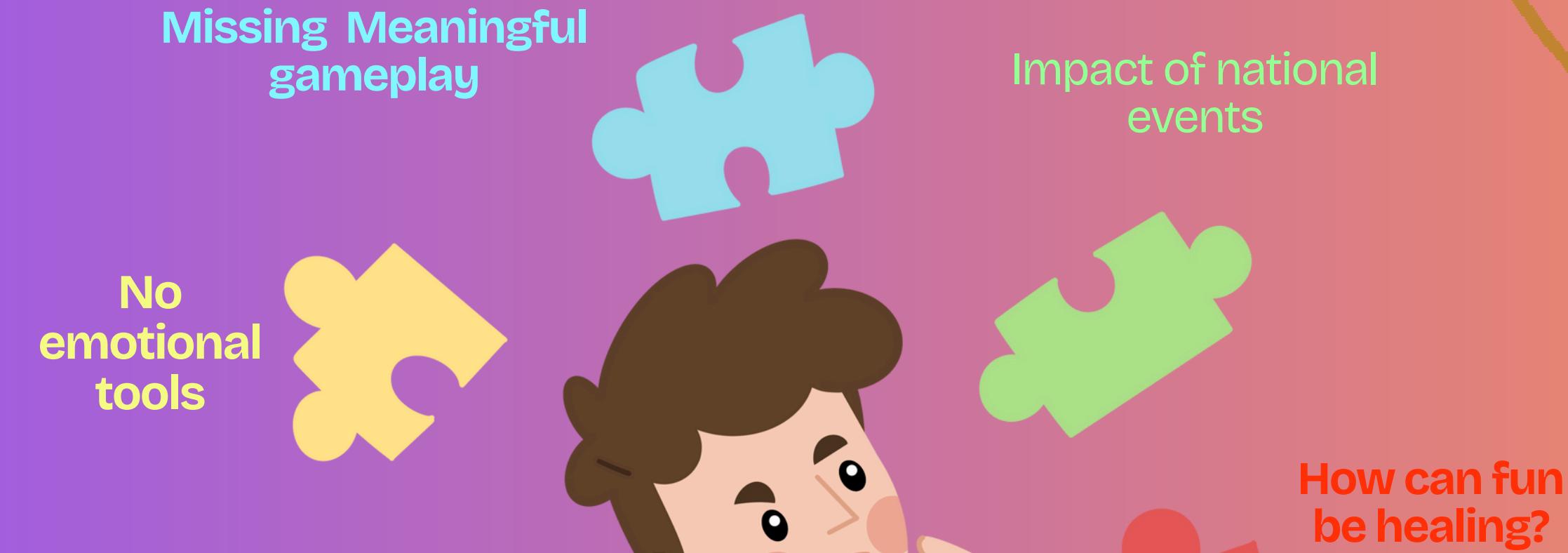
Ido Tzror

Rom Shemer

Rotem Lahav



THE CORE PROBLEM



02

Games Today \longleftrightarrow current reality

TARGET AUDIENCE



- Teens and young adults
- Educators and therapists
- Teachers and trainers

OUR SOLUTION – UNLOCKING FEELINGS

STEP INTO A WORLD WHERE EMOTIONS COME TO LIFE



A groundbreaking VR escape room experience that turns emotional growth into an unforgettable adventure

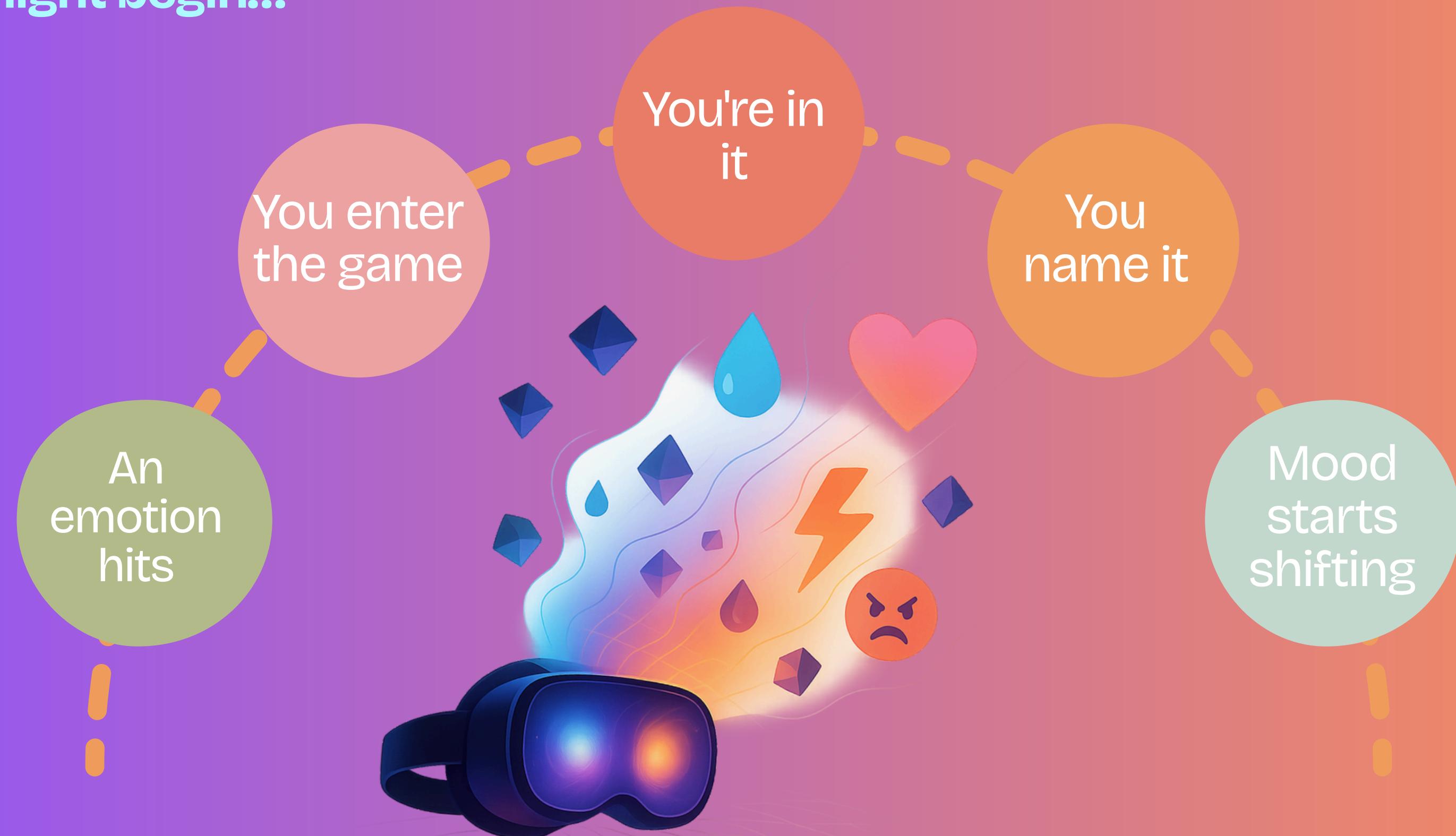
Journey through beautifully designed 3D rooms—each inspired by a core emotion

Solve immersive challenges that spark self-reflection and awareness

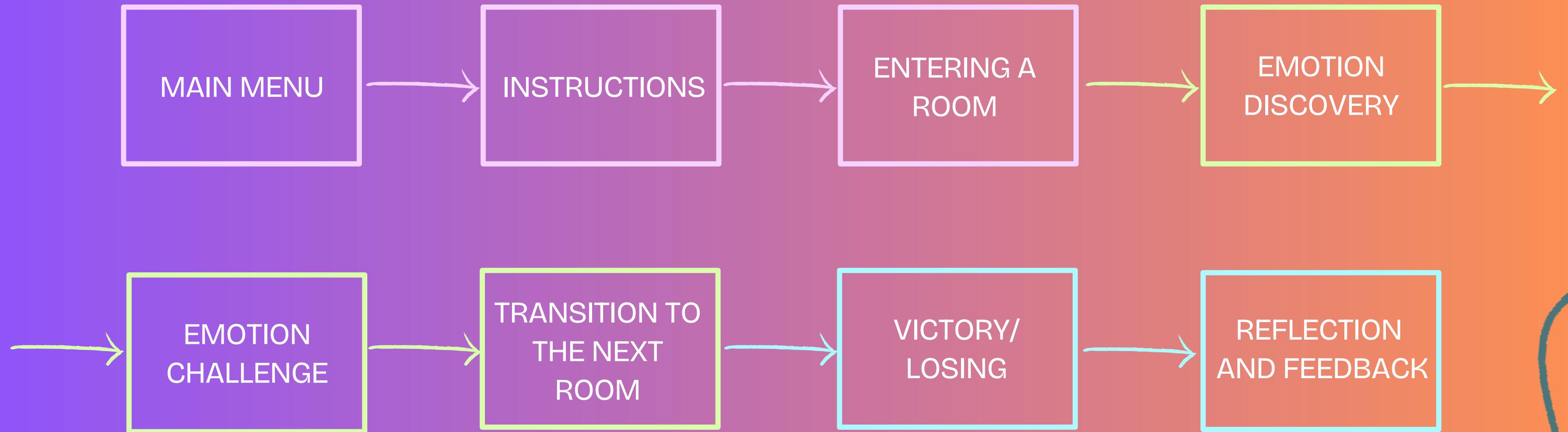
Powerful blend of entertainment, education, and therapy

OUR SOLUTION – STEP INTO YOUR FEELINGS

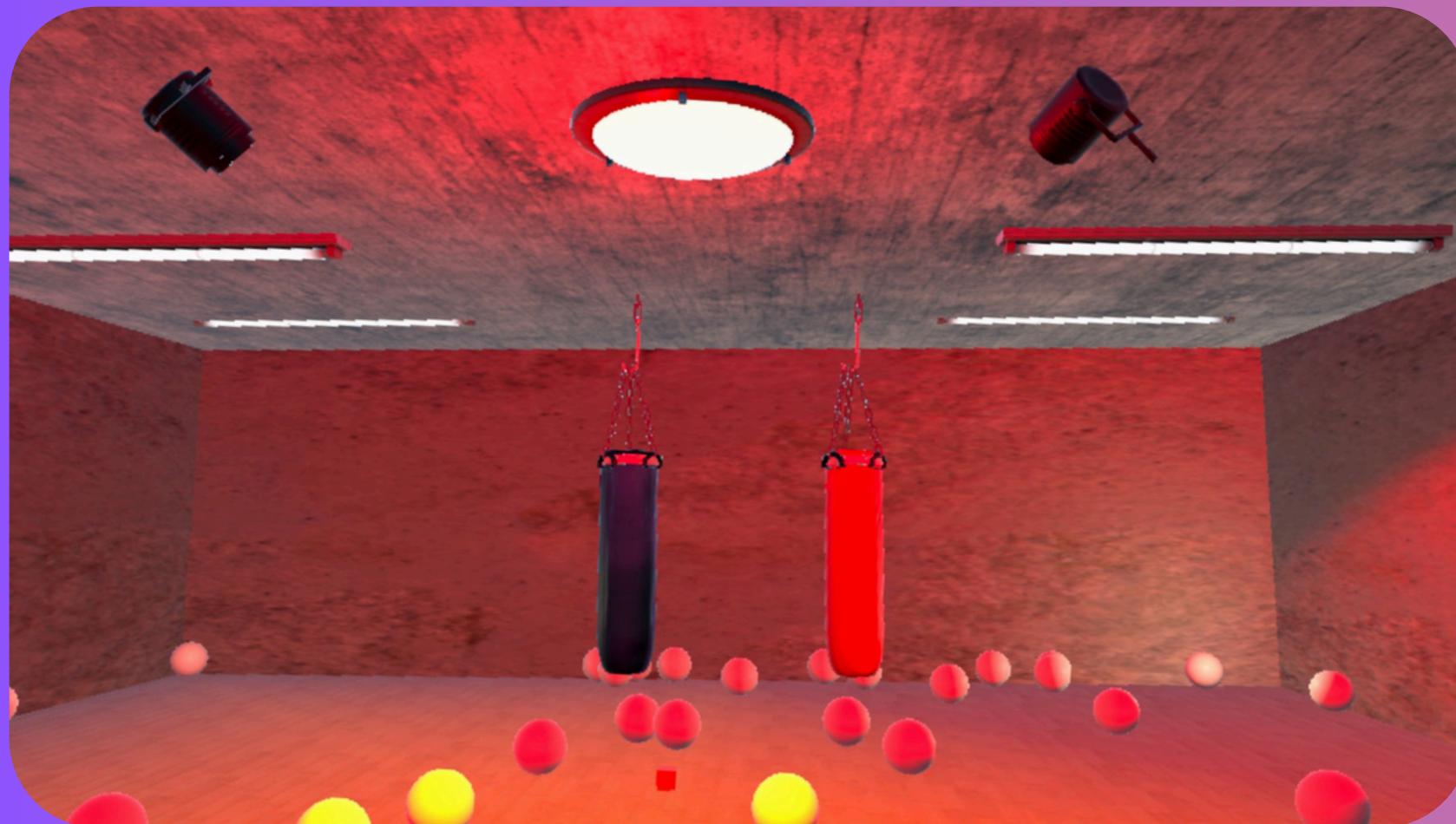
How it might begin...

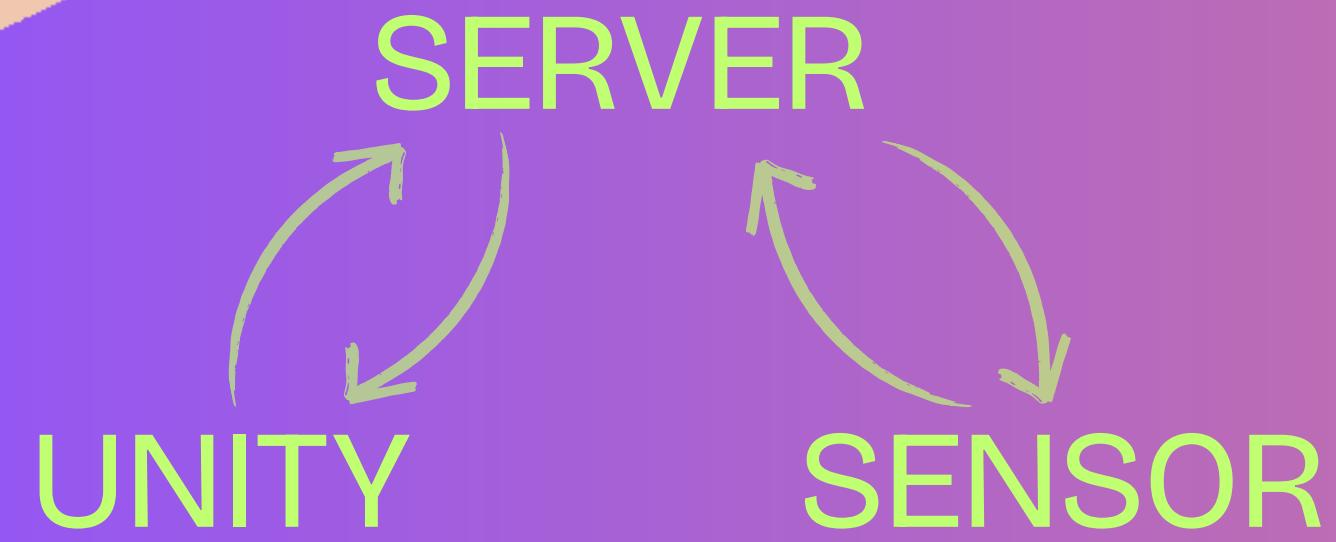


SOLUTION OVERVIEW - USER FLOW

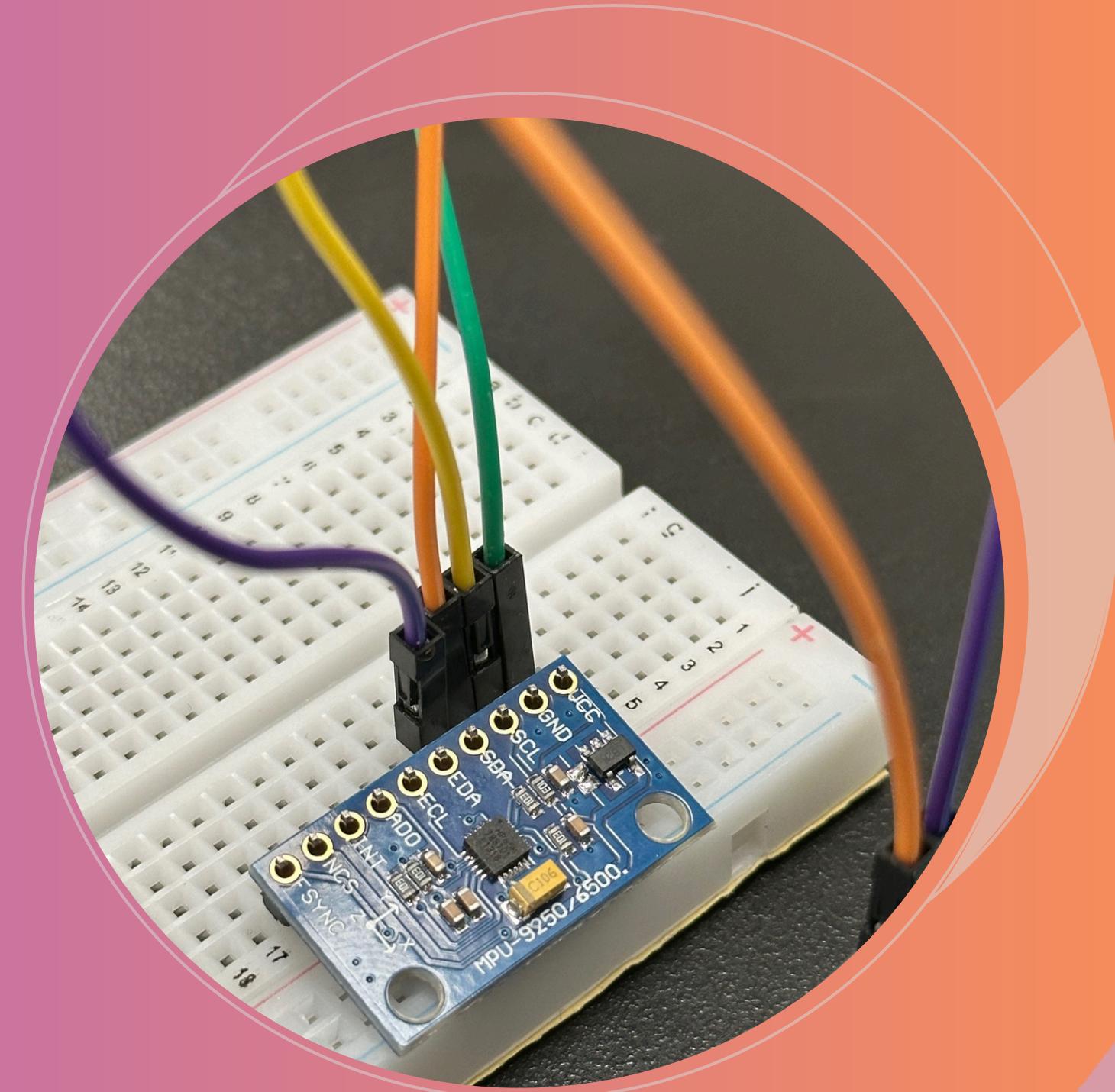


DEMO & OVERVIEW





- Custom C# server connects Arduino and Unity
- Listens via Serial Port to receive sensor data
- Uses **ngrok** to expose the local server to the VR headset over the internet
- Designed to scale from basic polling (**HTTP**) to live data updates (**WebSocket**)
- Ensures smooth synchronization between physical sensor and VR interaction



SOLUTION ARCHITECTURE



UNITY:

Game engine for VR environment development



BLENDER:

For creating and importing 3D objects into Unity



C#:

For scripting the game logic



SENSORS & ARDUINO:

For detecting and translating physical object interactions



CURRENT SOLUTIONS

Therapy sessions & emotional coaching

Educational programs

Games with emotional themes

WHAT MAKES "UNLOCKING FEELINGS" UNIQUE

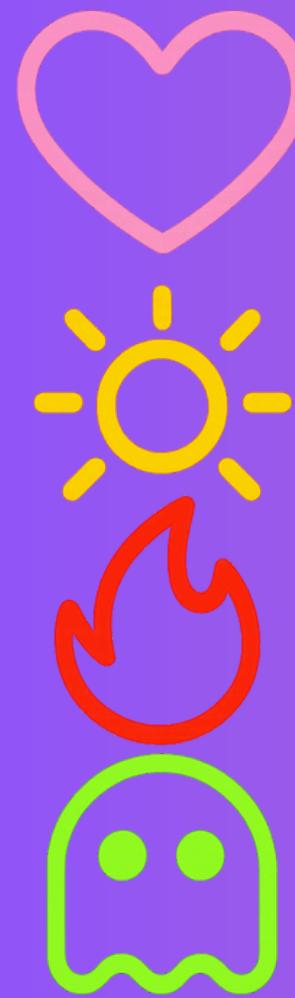
Fully immersive VR

Emotion-based escape rooms

Gamified emotional challenges

Appeals to both individuals and professionals

Real objects, real emotions



SUMMARY AND CONCLUSIONS



- »» Unlocking Feelings is more than just a game – it's a personal, emotional journey
- »» VR gameplay with emotional learning to help players truly feel and process emotions, mix of fun, reflection and therapy
- »» Our goal: to inspire games that are fun and help people grow in real life

THANK YOU
FOR YOUR
ATTENTION

