



Pitfall is what I call my latest project, it stems from how I have felt not only this semester but in other classes learning programs with steep curves such as maya, coding or VR. I also wanted to make it some form of game as well, so using maya and unity I tried to play off my favorite video game of all time; Mortal Kombat. What I remember first about that game was when you finished somebody off at the end of the fight, it was called a "fatality" and you would fall a few stories onto spikes. For some strange(and somewhat scary) reason this finale has been one has been my favorites. One wrong move in the fight and surprise your embarrassed laying face down in your own fake blood. The opponent is always a different unique character with his or her own special moves, kind of like a program with different controls and possibilities. Each character and computer program takes time to learn and even longer to perfect. But it's so easy to just jump into either one and start shooting for the stars, usually just to fall from the moon. Let me elaborate, if I pick an expert level character or program, I can achieve masterful results, if the time and knowledge allows it, but its so easy to pick Raiden not thinking about the workload and expertise required for him to perform so well. A statement must be made and supported by strong concepts, hence the dangerous pitfall of having your expectations unfulfilled by lack of experience or biting off more than you can chew. So in this VR experience, I hope to make it so people can experience my arena, where one wrong moves leaves you the victim of a "fatality".