



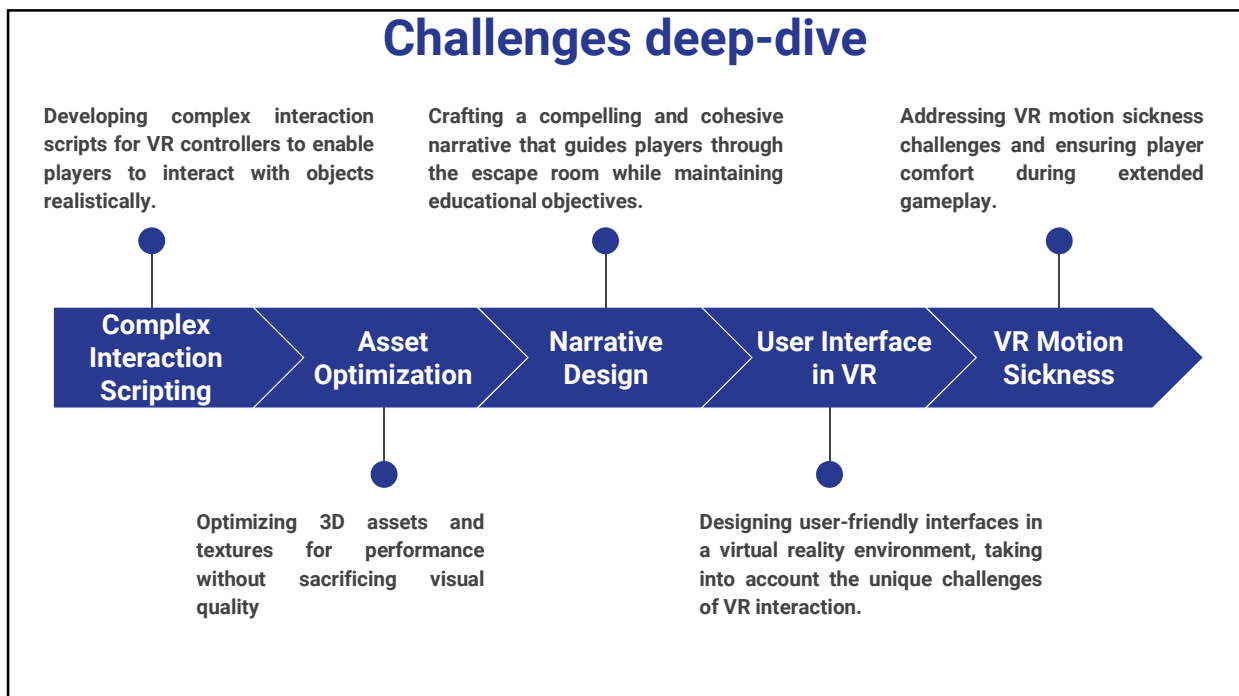
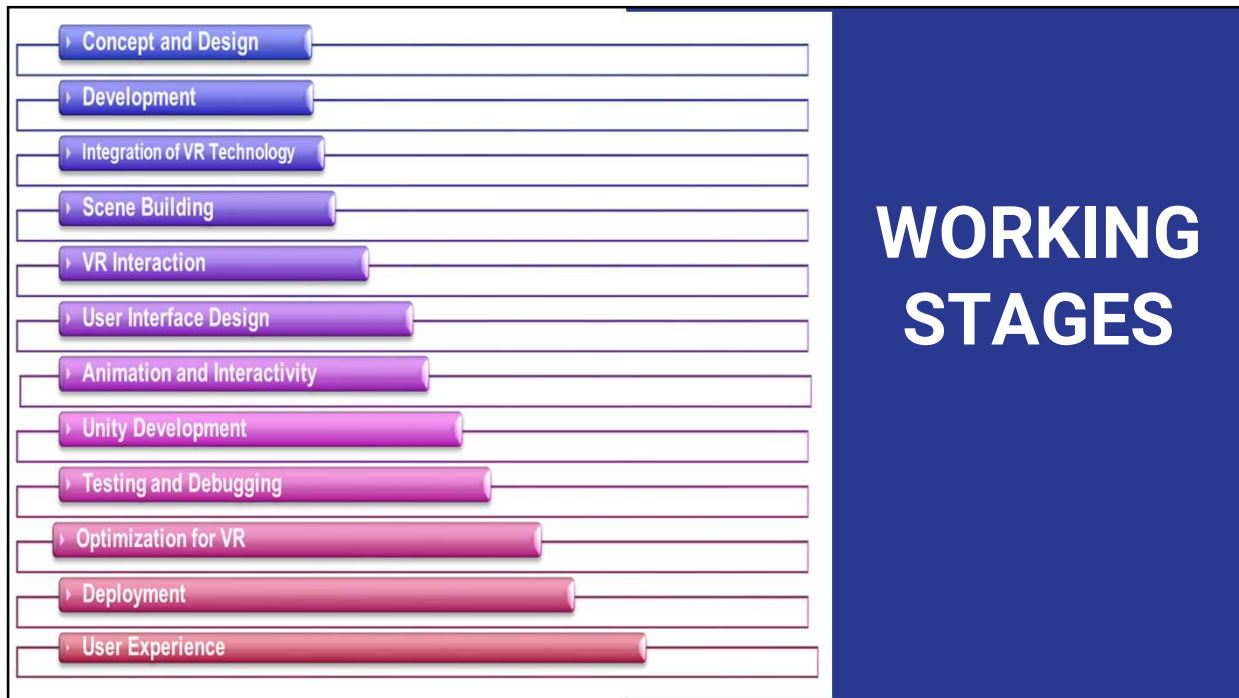
## INTRODUCTION

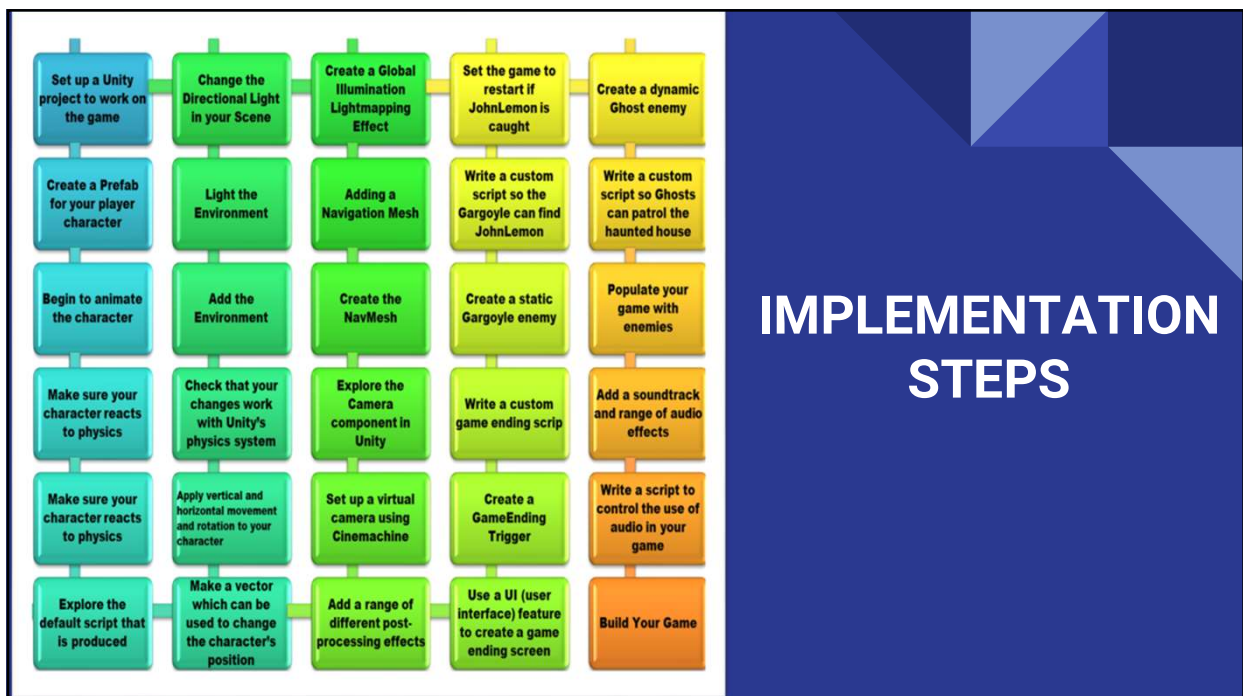
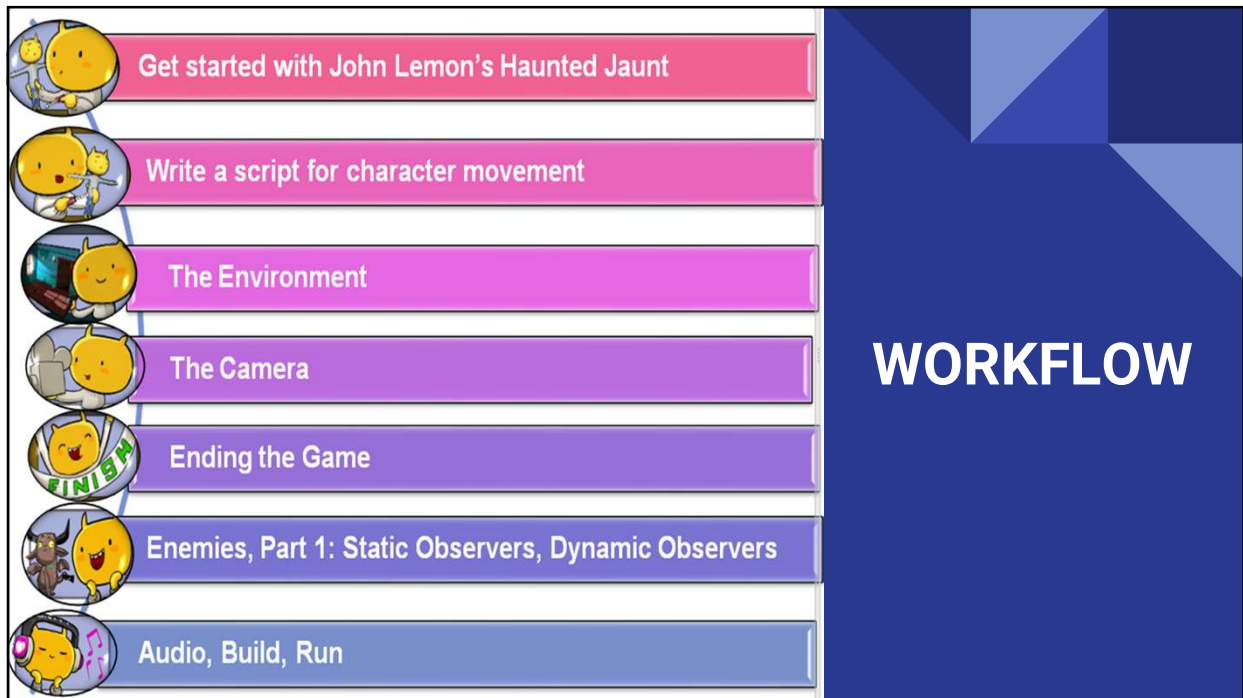
### PROBLEM STATEMENT

- The Enigmatic World of VR Escape Rooms
- Learning Curve in VR Development
- Scripting and Interaction Complexity
- Scene Design for VR
- Access to Resources

### OBJECTIVES

- Immersive Scene Design
- VR Animation and Interaction
- Problem-Solving and Critical Thinking
- VR User Interface (UI) Design
- Narrative and Storytelling
- Entertainment and Engagement







BEDROOM  
SCENE



DINING ROOM  
SCENE





## EXTERIOR WALL SCENE



## CONCLUSION

In conclusion, the development of the 'Haunted Jaunt Escape Room Game' in Unity has been a testament to the fusion of technology, creativity, and education. It's a project that bridges the gap between traditional learning methods and the captivating world of virtual reality."

"We've successfully created an experience that engages learners, challenges their critical thinking, and immerses them in an exciting adventure. This achievement is a testament to the innovative potential of VR in education."

"Throughout our journey, we've embraced the challenges and overcome obstacles, strengthening our problem-solving skills and understanding of VR development. The project showcases the power of determination and creative thinking."

"As we look ahead, the 'Haunted Jaunt Escape Room Game' serves as a stepping stone into the exciting future of virtual reality. The possibilities are boundless, and we're excited to continue exploring the intersection of education and entertainment in this dynamic landscape."

"Thank you for joining us on this VR adventure. We hope that our project inspires you to embark on your own journeys in the world of virtual reality and that you, too, find endless opportunities for creativity and learning."

