

**This is Shuyi Lu, and I am interested in VR develop. I am fond of puzzler game and like terrific movie. I am here to introduce my latest VR game developed for Android device. I have designed a fantastic scene and funny pass for the game. After I deployed it, I have taken several test and modify it with feedback. Hope you like it.**

## **Puzzler**

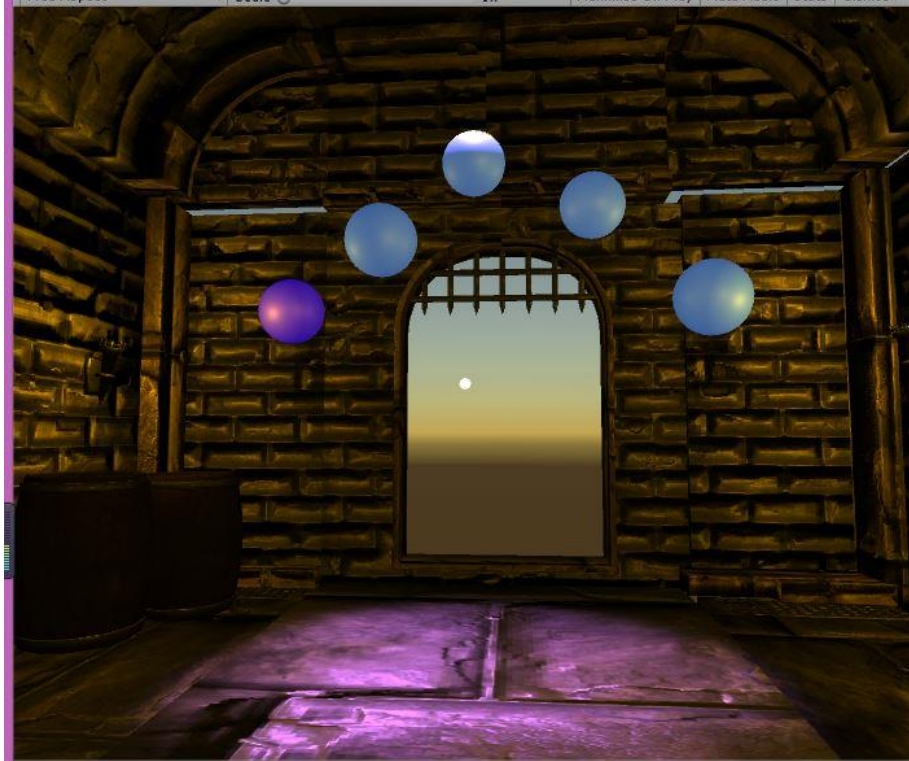
Puzzler is a game for people who interested in memory and fund of adventure thing, it is suitable especially for teenagers with curiosity. It happened in a mysterious space, the dim light, several casks in a mess, unearthly background music. All of these will give an unique experience to player. User test has shown that the game is reasonable and full of fun.

When player enter the game, they can experience an environment like they were there, they can hear different background music as the game move on. The main pass of the game is that they should remember the lightening order of the ball in the middle of the room and replay it with their memory. Only the correct order will bring plyers out of the room. They can also experience it again.

The whole project has spent me approximately a month to complete. During the period, the most thing I like is to modify the scenes with horrible and mysterious components. Seeing an empty room style up with mysterious atmosphere finally is quite wonderful to me.

Click here to view the video:

<https://www.youtube.com/watch?v=TFEJbdwwwWA>



## Process Section

- Persona

Allen, 20 motto: 'I like puzzler game, and I am eager to experience something new'

He is a college student and always like puzzler game, through device like mobile phone or pad. He watched some people experienced puzzler game in the reality and eager to try. He has little experience in VR game, he has heard it about through his friends.

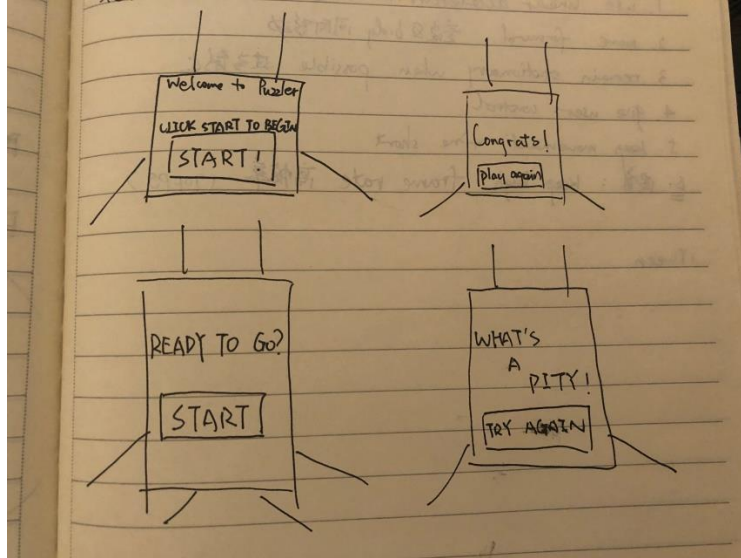
Nicholas, 15 motto: 'I like exciting things!'

She is a young teenager love adventure. She always play computer game and is so familiar with different games. She knows about VR games and know how to control it.

May, 42 motto: 'I know nothing about game'

May is a house wife and have a daughter. She knows nothing about games and seldom play it. She don't like terrific scene. Besides, she has a short-sight with her eyes.

- Sketches



## User test

### User test 1:

When I asked for the whole feeling of the scene, Nick felt that the scene is so real and is fantastic. The sounds heard like it was surrounded her. Although the game is a little easy, it is still a good experience. It can be added more rooms and more complex pass for remember things.

### User test 2:

May is quite confused when entered the room. She have no previous game experience. But she start the game with word notification successfully. When I asked her how she felt with the font size and are they clear in the screen, she felt it is too small, especially she is short-sighted. So I adjust it bigger to be more suitable for short-sighted player. She felt quite resonale for the latest iteration now.



### User test3

As a male player, when I asked for how Allen felt the game, he said that is quite simple to him. But he concede that it is a complete game and everything is on the rail of the game.

## Breakdown of the final piece

- About Scenes

Scenes is built in the background of a wasted room, intentionally produce a mysterious atmosphere for player, increasing game experiences.





- **Movement**  
Player will across the room automatically and stopped in front of the pass. Only if they can hit the ball in correct order can they pass the room. The ball will light up in a suitable speed for player
- **Audio Source**  
According to increase the player experience and make the game more to reality, audio source has been added to create a mysterious environment. Besides, hint for player to hit the call correct or fail has also be placed with audio source.

## Conclusion

The game has been tested by several users and shows that the basic function has been completed. They can enjoy a special experience in the game. However, there are still a lot to consummate the game such as adding more passes, creating more rooms to increase games' complexity; more notification in words to provide showing the user how to pass the game exactly.