



# **Augmented & Virtual Reality Applications**

# Team

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**Milan Vaishnav**

UX/UI Designer

Role: Design



**Smit Bhanderi**

Multi-disciplinary Designer

Role: Documentation



**Milankumar Ramoliya**

3D Animator / Game Designer

Role: Game Design and Animation







# THE FORGOTTEN VAULT

"ECHOES OF HISTORY: UNCOVERING TREASURE IN AR"



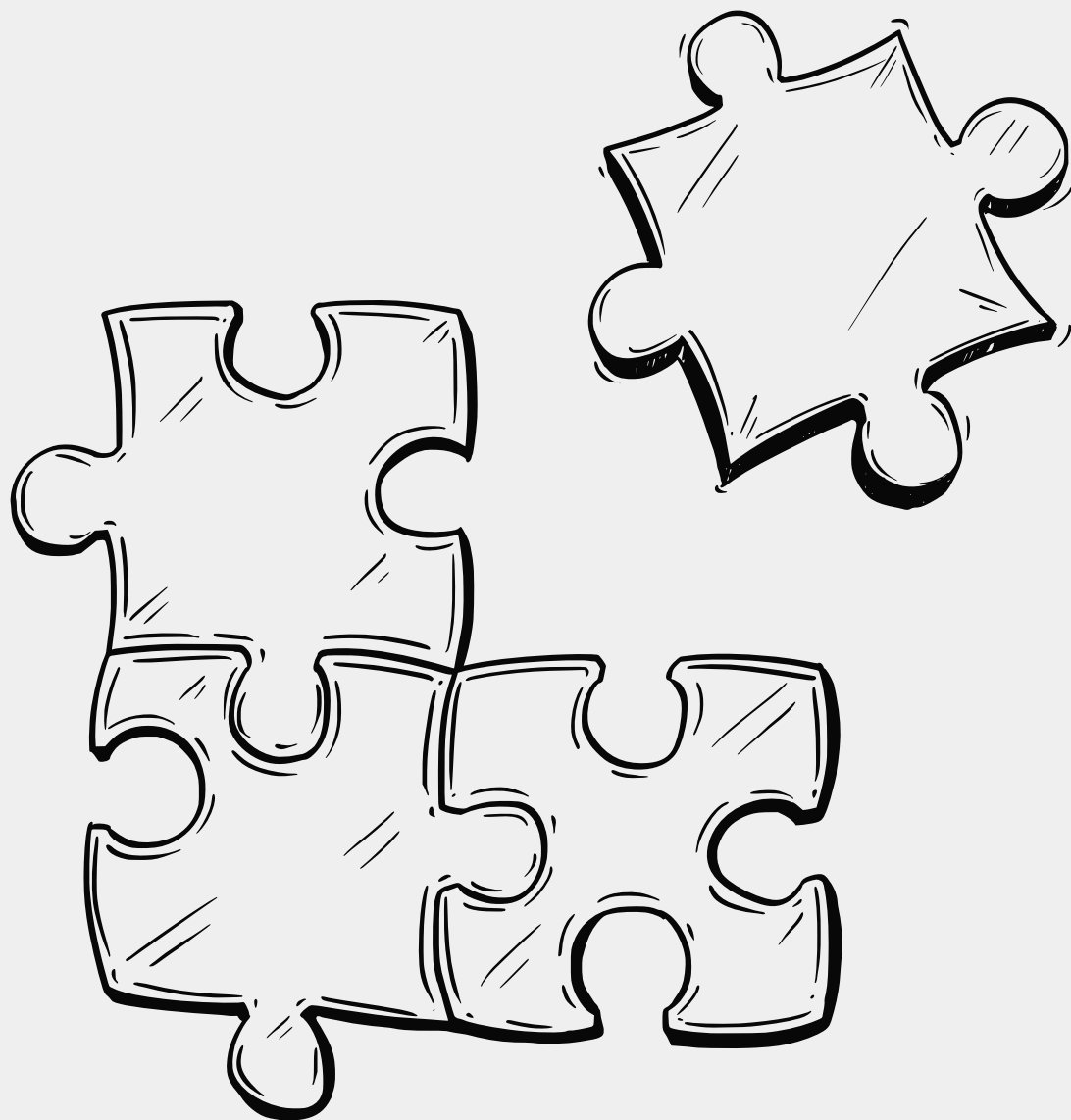
# Concept

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In The forgotten vault, you play as a modern-day explorer on a journey to discover the secrets of a once-grand palace that has been left in ruins after a horrible disaster. Using augmented reality, you scan the destroyed surroundings, revealing long-lost symbols and artifacts that point to the treasure's location. With the final relic in possession, you face one final challenge: unlocking the treasures secured within the palace's depths. Only by solving a final challenge and interacting with the treasure box using augmented reality will you be able to disclose the ancient treasures and restore a piece of lost history.

# Minigame 01

In this 2D puzzle, players must piece together a torn, ancient map of the palace. By dragging and dropping the fragments into place, they will restore the map, revealing hidden rooms and crucial locations where treasures and relics are stored. Completing this puzzle unlocks the next phase of the adventure.

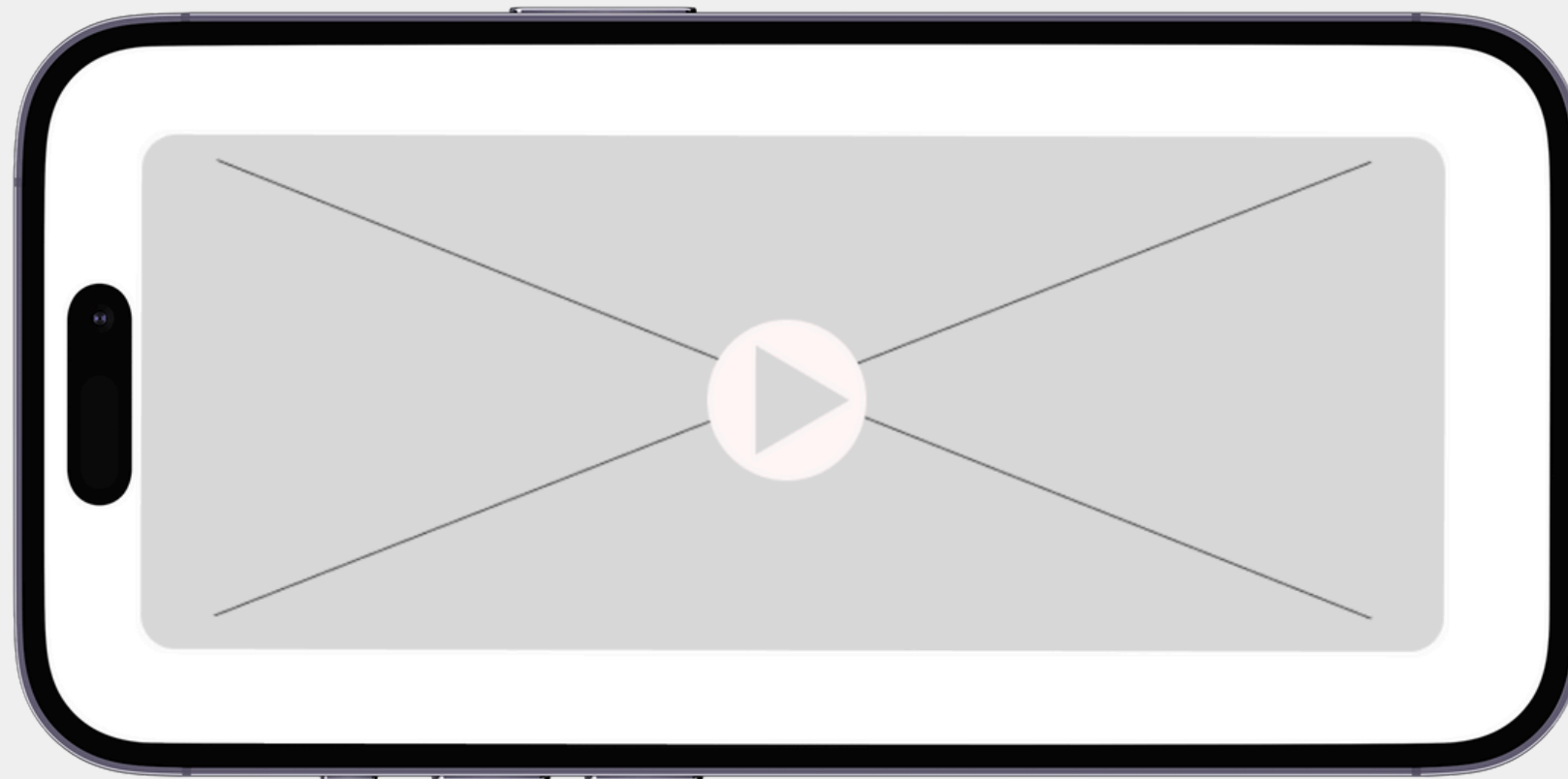


# Minigame 02 & 03



- Using AR, players scan the palace ruins for hidden relics. By exploring crumbled walls, statues, and artifacts, players reveal glowing symbols and clues that lead them closer to the treasure. Each relic collected provides a piece of the puzzle needed to progress and unlock the treasure room.
- After collecting a key relic, players use it to unlock the hidden treasure in the palace. In this AR puzzle, players must physically interact with the treasure chest by aligning symbols and manipulating the relic to solve the final puzzle. Once unlocked, the treasure is revealed, completing the journey.

# Wireframe

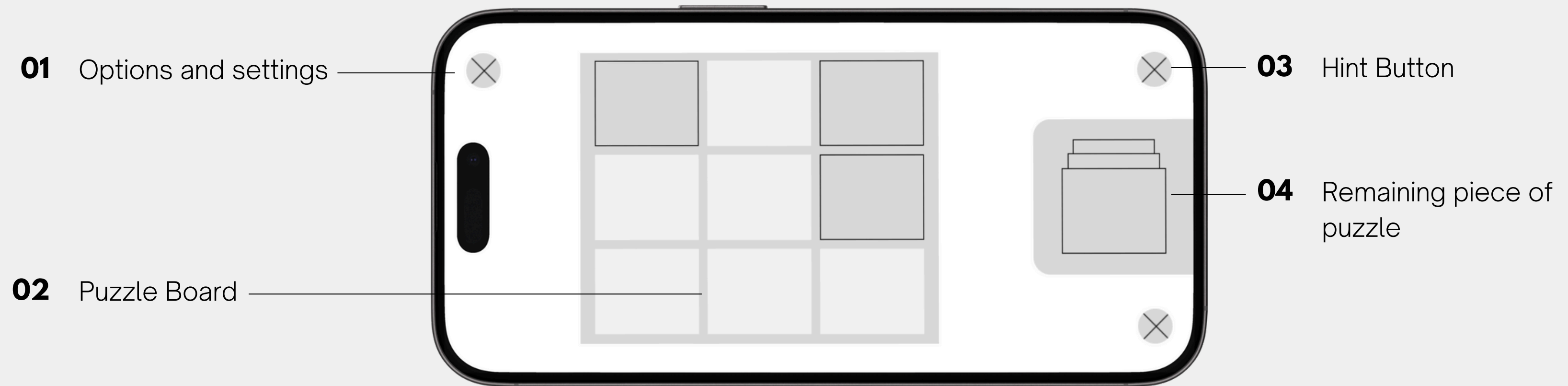


## Video Story

After launching an application user will get the detailed video story description of the history.

# Minigame 01 - Puzzle solving

After the video description user will redirect to the 2D Puzzle game(castle map).





# User Flow

**Start screen**

The player launches the game and arrives at the main menu.

**Introduction  
(Video Story)**

A brief cutscene or narrative intro plays, explaining the backstory of the abandoned palace and the player's mission to uncover hidden relics and treasures.

**Minigame 1  
(Restore the Ancient Map)**

- The player is presented with scattered pieces of the map in a 2D interface.
- The player drags and drops the pieces into the correct positions.

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graph LR; A[Explore the Palace Ruins (AR)] --> B[Minigame 2: (Uncover the Hidden Relics)]; B --> C[Minigame 3: (Unlock the Treasure)];
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**Explore the Palace Ruins (AR)**

- The player uses their phone's AR camera to scan real-world surfaces (walls, floors, statues) in the palace ruins.
- Scanning reveals hidden symbols or objects that trigger the next minigame.

**Minigame 2:  
(Uncover the Hidden Relics)**

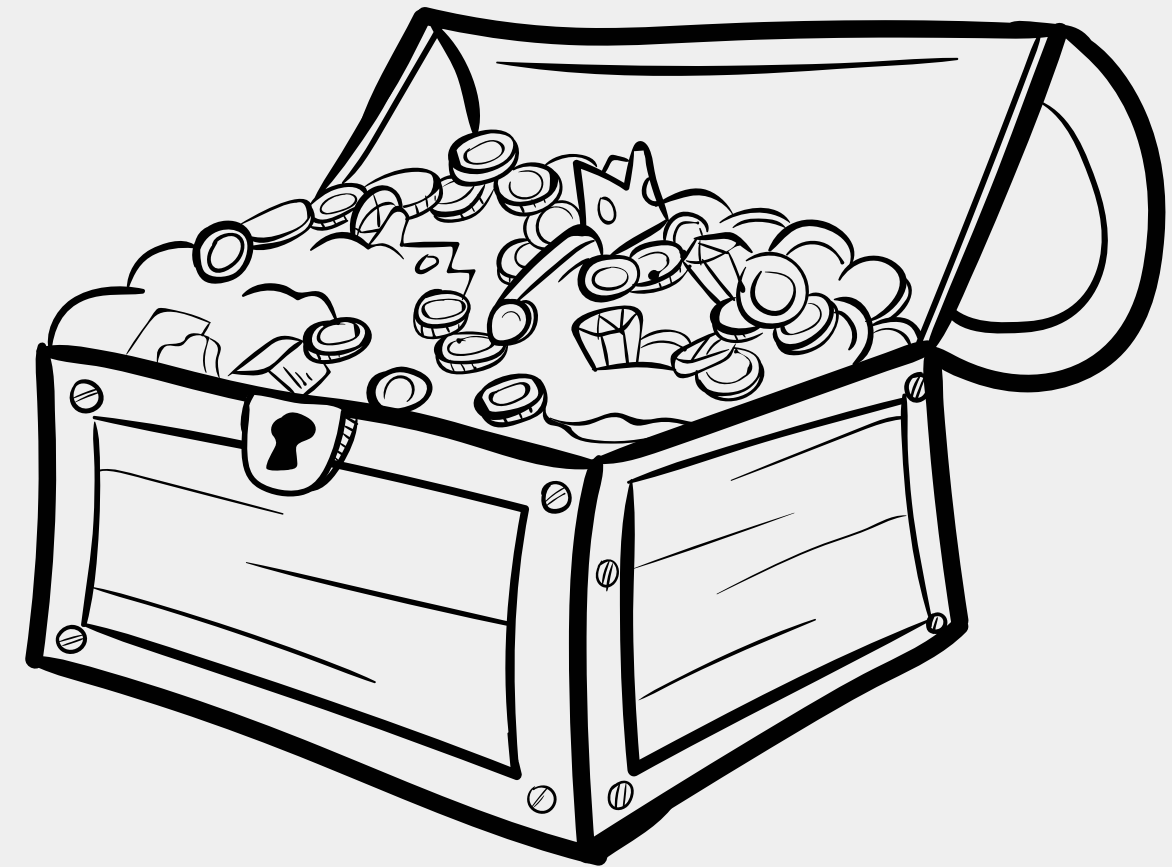
- The player scans objects to find relics (e.g., old statues, crumbled walls).
- The collected relics contain symbols or inscriptions needed for the final puzzle.

**Minigame 3:  
(Unlock the Treasure)**

- The player uses AR to find and interact with a treasure chest.
- The special object collected in Minigame 2 must be rotated or aligned with symbols to solve a final puzzle and unlock the chest.

**End Cutscene/Reward**

A cutscene plays, showing  
the player unlocking the  
treasure





# Personas

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WHITMAN

AGE: 15  
GENDER: Male  
LOCATION: London, UK

I love games that not only challenge me but also take me on a journey through time.

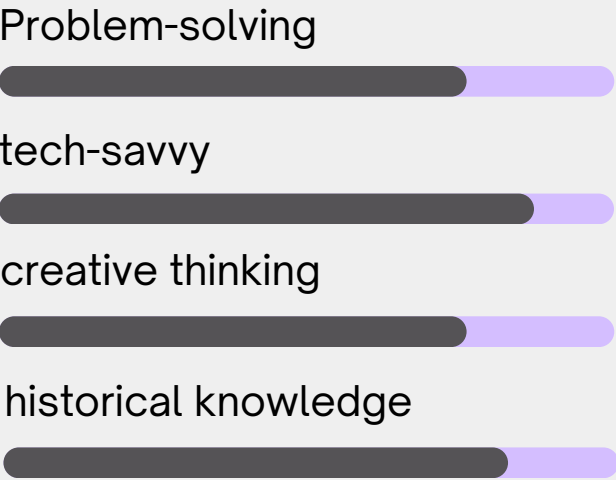
ABOUT

- Whitman is a Student who loves exploring the intersection of technology and history. He has a passion for AR/VR games that combine immersive storytelling with educational content. His weekends are often spent exploring museums or historical landmarks, and he enjoys puzzle-solving and escape room games.

GOALS

- To experience immersive historical adventures that challenge his intellect and enhance his knowledge of ancient cultures.

SKILLS



INTERESTS

- AR/VR gaming, history, escape rooms, digital art, and interactive storytelling



**SARAH  
MARTINEZ**

**AGE:** 18  
**GENDER:** Female  
**LOCATION:** San Francisco, USA

The best games are the ones that make me feel like I'm discovering something new every time."

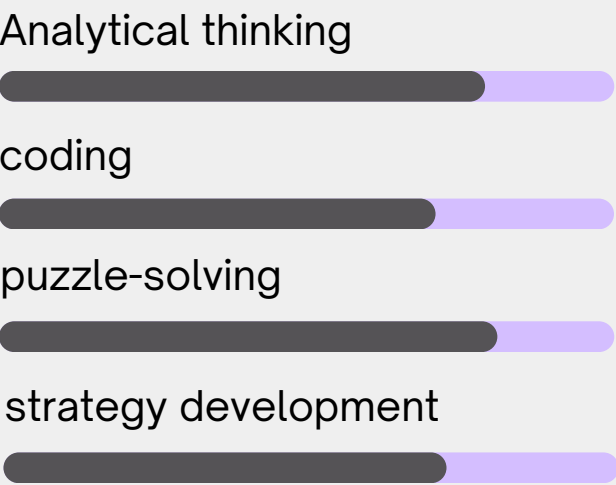
ABOUT

- Sarah is now going to be a university student and she is a gamer. She enjoys complex games that require strategy and thought, and she’s particularly drawn to games that incorporate real-world elements like AR. Sarah is fascinated by ancient civilizations and is always looking for a game that blends history, adventure, and technology in a unique way.

GOALS

- To find a game that merges her love for history and gaming with immersive AR experiences that challenge her strategy skills.

SKILLS



INTERESTS

- Gaming, ancient civilizations, technology trends, board games, and solving mysteries.

**Schedule**



**October: Concept & Initial Development**

Concept Finalization, persona, wireframe, Begin Basic Development(Unity setup)

**November: AR Mechanics & First Minigame Development**

Start building the 2D puzzle minigame, Integrate basic UI, Implement AR scanning and object-tracking functionalities.

**December: Advanced AR Development**

development of Minigame 2 and Minigame 3, user testing of all minigames,

**January: Final Refinements & Testing**

Polish UI, improve game mechanics, and optimize AR interactions, Continue user testing to refine gameplay and fix bug.

**Thank You**  
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