Witching Tales

Have you ever dreamed of being a witch?

We have a VR experience for you

Team members: Hanus Ioana-Ștefana, Roman Cristian-Ioan

Main Features

* Various mechanisms for creating potions:
* Combining multiple ingredients
* Mixing in a cauldron
* Controlling a heating mechanism and a cooling mechanism
* Gathering materials
* Shopping for upgrades: cauldron, heater, cooler
* Mechanism for casting spells:
* Something like choosing from some symbols displayed on screen several times
* Mechanism for moving object with the wand

Other features

* mini-games / puzzles
* shopping for pets

User Journey - The Storyline

You’re a witch, new in town. You wake up one day with knocks on your door… a villager wants your help with something! Soon, more and more people want to buy your potions or want some spells in their lives, but not all your help is considered a good deed. How long will it take for them to turn on you?

Moodboard

<https://app.milanote.com/1QXKI01v3jpl5W?p=FuYZYh5tKhD>

Similar products & Relevant Links

### Waltz of the Wizard VR

URL: <https://www.youtube.com/watch?v=eP4mzBHuD80>

#### Relevant features:

* mixing items in a cauldron
* teleporting to different rooms/realms
* interacting with objects in a room
* moving through the world (very little)

### War of Wizards VR

URL: <https://www.youtube.com/watch?v=0V28uB7xB3w>

#### Relevant features:

* drawing to cast spells

### Wizard101

URL: [Play The Ultimate Wizard Game Today | Wizard101](https://www.wizard101.com/)

#### Relevant features:

* Storyline integrated

Technologies, Libraries, Assets

Game Engine: Unity

Modelling/Animation: Blender

**Libraries:**

* **UI Toolkit (UITK)**: For creating in-game UI elements that display symbols for casting spells or for managing inventory and upgrades.
* **Unity's XR Interaction Toolkit**: This is Unity's official toolkit for building VR experiences. It includes components and prefabs to help with common VR interactions like grabbing, throwing, and UI interaction.
* **Unity Particle System:** This is essential for creating various visual effects, which can be used to represent potion brewing, spell-casting, and other magical interactions.
* [MBS - Modular Building System | Level Design | Unity Asset Store](https://assetstore.unity.com/packages/tools/level-design/mbs-modular-building-system-208505)

**Assets:**

[Height Fog | VFX Shaders | Unity Asset Store](https://assetstore.unity.com/packages/vfx/shaders/height-fog-118960) This can add atmospheric effects scenes, which can be useful for creating a mystical ambiance.

[FREE Cartoon Halloween Pack - Mobile/VR | 3D Fantasy | Unity Asset Store](https://assetstore.unity.com/packages/3d/environments/fantasy/free-cartoon-halloween-pack-mobile-vr-45896) - This will further enhance the spooky atmosphere

[Ancient Era Music Free Pack | Audio Music | Unity Asset Store](https://assetstore.unity.com/packages/audio/music/ancient-era-music-free-pack-146823) - for intense moments in storyline