Curiosity

Our Brief invites us to explore the techniques at building up tension and then releasing it. This is to be done in a virtual immersive world. The In game immersive environment world should have all of the following elements that contribute to the immersion; close attention to detail, an immersive art style and immersive sounds.

One of the main challenges for this brief is to ensure the player can work out what they doing after a small amount of trial and error.