Our Brief invites us to explore the techniques of building tension and releasing it. This is to be done in an immersive environment. In order to make the virtual world in our game immersive we need to focus and pay attention to the following components; an immersive environment including textures, sounds within the environment and paying close attention to details.

One of the main challenges of the this brief is to not alienate the player but still leave them with enough information to be able to play the game.