Our brief invites us to explore the techniques of building and releasing tension. This is to be done in a virtual immersive world.

In order to make the virtual word in our game immersive we need to focus and pay attention to the following details; consistent art style, diegetic sound, consistent game logic and keep a high level of attention to detail. As a designer you should try to avoid making the tutorial/instructional part of the game obtrusive, to avoid hindering the immersion of the game.