

# Virtual Reality

By Yousuf Azad

## Game:

The nature of puzzle in the VR room will be with mainly manipulating lights and breaking stuff to get different keycodes, mainly.

The whole atmosphere of the room is kept dark, the idea is it would be natural for the player to want to turn on the lighting. Thus he will find that changing different of lightning will reveal different clues. And by changing the lighting the player will find different number codes that he will later input in the numlock of the door.

He will have to input 3 or 4 number combinations. Another clue will be behind the broken mirror. For the third clue, I am planning to hide it under the light decors on the wall.

A gun will be hidden in the table drawer for the player to find, with which he will do the "breaking stuff".

### Complex Objects:

- Table
- Mirror
- Chandelier
- Numpad

### Simple Objects:

- Light Decor Square 1
- Light Decor Square 2
- Light Decor Round
- Door
- Mug
- Plate
- Donut
- Switch

### Objects to be imported:

- Nerf gun/Grenade launcher/Single shooter













