

## Concept

The concept of our game, The Lady of the Asylum, is based around a haunted and abandoned asylum in the middle of nowhere. It is first person based in order to immerse the player more into the environment and make it as realistic as possible, especially as it is in Virtual Reality (VR). The player first spawns in the forest, as in the story the main character (Mary Jane) had gotten lost in the forest during a camping trip. She (you) stumbles through the forest before finding a beaten down path that leads her to the asylum, which she has chosen as her shelter for the night. After getting locked in the asylum, Mary Jane has no choice but to figure out a way to escape— even more so following the encounter with a couple monsters and a tall woman that stalked her in the shadows. As all the electricity in the facility is off, the player must find the power box generator in order to turn on the power as it is one of the steps needed to escape.

## Flow and Interactivity

### Introduction

When the players first open the website, the game's introduction sequence will be first shown. The game's title and a "Let's Escape!" button will greet them, following a screen introducing the main character, then a description describing where in the story the main protagonist is at now.



opening screen



character description

After clicking on the "Let's Escape!" button, there will be a loadings screen before the player is redirected to the forest.

## Forest



forest

In the forest, the player will walk towards the campfire they just made. A pop up box will ask them if they want to enter the asylum. Clicking on yes will redirect them to the Asylum hallway.

## Asylum - Hallway

The player first spawns into the hallway, facing a window. There are 4 rooms that the player can explore.



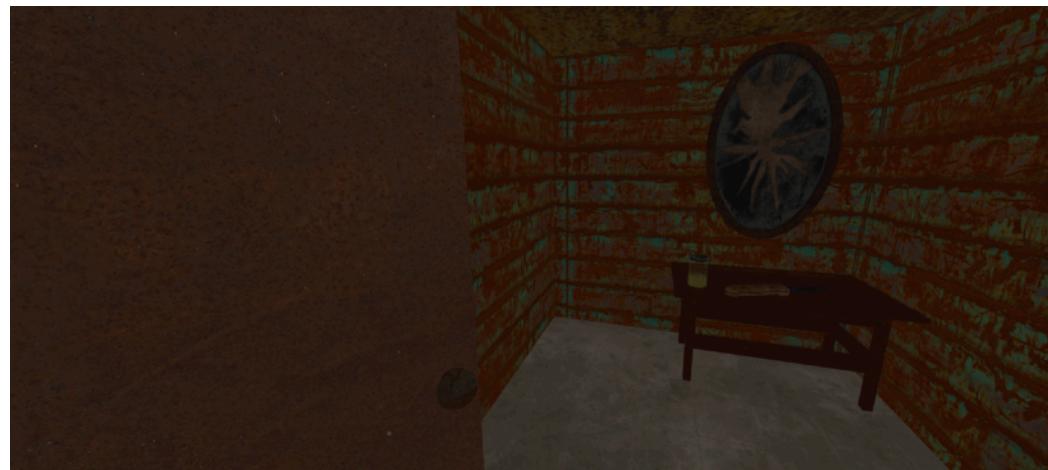
Hallway first look

The first room is one of the many patient rooms within the asylum's wards. It includes many essentials that could be found in one, and also one of the many monsters within the facility— The Limbless.



First room

Turning around leads to the second part of the hallway contains murder weapons and a human cage as well. This room was used to kill unsuspecting patients/employees discreetly.



Second part of the hallway

The third room is this disheveled warehouse where torture devices and satanic rituals had taken place long ago. Floating objects fly about due to a paranormal presence yet it is unknown what exactly is haunting the room. A couple corpses are in the room as a result of the rituals that took place. The monster in this room is a Wewe Gombel.



Third room

The final room is the Interrogation room. To find this room the player must go to the very end of the hallway, and a pop up box will appear to ask if the player wishes to continue exploring or to go into the final room. This is the room where the player should find the power box. But there is also a monster, the Dead Tongue Head that will be in the room and making it difficult for the player to get to the power box.

After finding a way to get around the monster, a pop up box with the option to turn the power box on will pop up. The pop up box method from earlier is also applied to the Interrogation room, and also the power box when the player comes across it to turn it on.

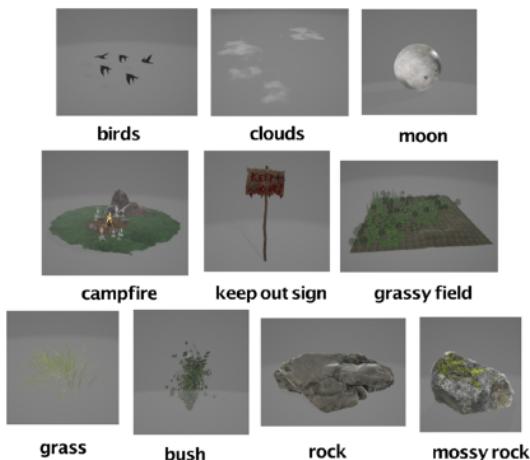
## Forest

What the forest looks like



forest area

Assets used in the forest



forest,  
tree,  
dead tree,  
more tree

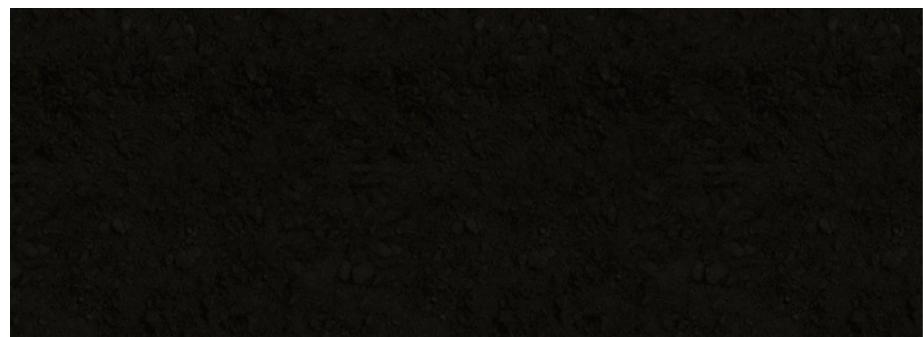
Caption

Caption

For the forest area, we used an image for a-sky and the soil. We used 3D assets for the rest of the forest area.



sky png



soil png

### **Loading screen**



loading screen asset is only the background but blurred

### Asylum hallway

What the hallway looks like

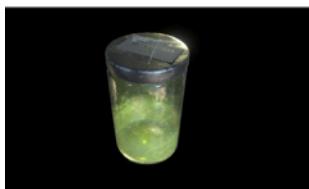


hallway



hallway

Assets used in the hallway



**liquid goo**



**broken mirror**



human cage



**flashlight**

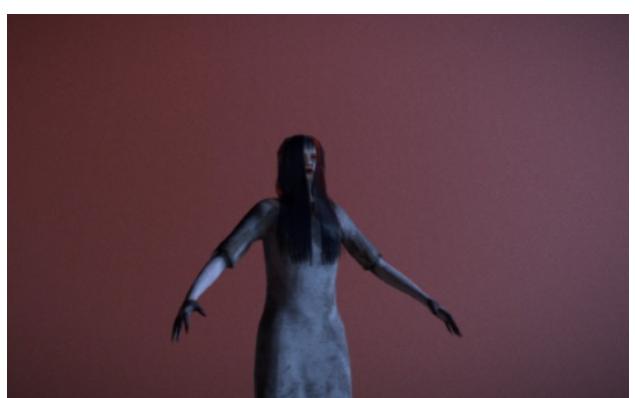


**knife**

Assets



Hallway asset



Lady model

## First room

What the first room looks like



side view



front view

Assets used in the first room



**hospital room model**



**zombie monster model**

assets

### Third room

What the third room looks like



side view



front view

Assets used in the third room



**diplomat building**



**wewe gombel**

assets

## The Interrogation Room

What the interrogation room looks like

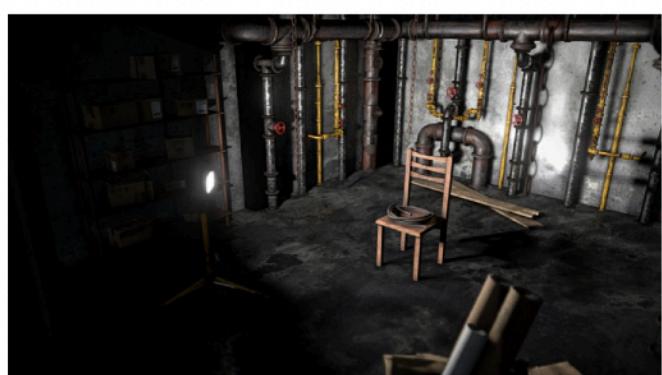


low angle



another low angle

Assets used in the interrogation room



**interrogation  
room model**



**dead tongue head model**

Caption

## Design Specifications

The font we used is Easy Text. This font was used since it is readable and readability is important within exploration horror games where context clues is a huge factor. Most of the text is white since the background is dark. The only times the text is in black is when there is a pop up box as the box's background is white.

```
/* Paragraph */
p {
    font-family: essaytext;
    text-align: center;
    color: white;
    font-size: 22px;
    line-height: 27px;
    letter-spacing: 0.5px;
}

/* Text Paragraph Container */
.text-container {
    position: relative;
    height: 100%;
    width: 100%;
    display: flex;
    justify-content: center;
    align-items: center;
    flex-direction: column;
}
```

CSS for the font

*H1 Dark & Black (60px)*

*H2 Dark & Black (40px)*

*p essay text (18px)*

*Buttons essay text (18px)*

Caption

All of our buttons are white since it is placed on a dark background, except for the pop up boxes.

## Javascript Extension Requirement

We used a Javascript extension to help certain models, to render out sounds/music, pop up boxes.

```
<script src="https://aframe.io/releases/1.1.0/aframe.min.js"></script>
<script src="https://unpkg.com/aframe-play-sound-on-event@1.0.2/dist/aframe-play-sound-on-event.min.js"></script>
<script src="https://cdn.jsdelivr.net/gh/donmccurdy/aframe-extras@v6.1.1/dist/aframe-extras.min.js"></script>
```

Javascript extensions

## Code

For every HTML file, in each `<head>` we have `<meta>`, `<script>` for the a-frame library, `<script>` for sound effects, and `<script>` for animation. `<link>` is there for the css document

```
<meta charset="utf-8">
<script src="//cdn.rawgit.com/donmccurdy/aframe-extras/v5.0.0/dist/aframe-extras.min.js"></script>
<script src="//cdn.rawgit.com/donmccurdy/aframe-physics-system/v3.3.0/dist/aframe-physics-system.min.js"></script>
<script src="blocking.js"></script>
<link rel="preconnect" href="https://fonts.googleapis.com">
<link rel="preconnect" href="https://fonts.gstatic.com" crossorigin>
<link href="https://fonts.googleapis.com/css2?family=STIX+Two+Text:ital,wght@0,400;0,500;0,700;1,400&display=swap" rel="stylesheet">
<title>Lady of the Asylum</title>
<link rel="stylesheet" type="text/css" href="style.css">

<script src="https://aframe.io/releases/1.1.0/aframe.min.js"></script>
<script src="https://cdn.jsdelivr.net/gh/donmccurdy/aframe-extras@v6.1.1/dist/aframe-extras.min.js"></script>
</head>
```

our `<head>`

The `<body>` is background-color black, so when the player passes through the model/world they will see all black.

This is how we inputted audio into our game.

```
<!--Sound-->
<a-assets>
  <audio id="music1" src="music1.mp3"></audio>
  <audio id="music2" src="music2.ogg"></audio>
</a-assets>
```

How we added audio

The introduction is built with multi-containers. The reason behind this is to make every single paragraph aligned and organized. We used `<div class="popcont">` for the introduction (game title, let's escape button, and story background) inside a parent `<div class="premsg">`.

Our `<div class="premsg">` is position fixed and we used `<div style="background-image">` for the background.

```
<!--TEXTS-->
<div id="premsg">
    <div id="title" class="popcont-first">
        <div class="text-container" id="text-zero" style="background-image:url('buttontexture.png');
            background-repeat:no-repeat;background-position: center;
            background-size:contain; width:250px; height:150px; margin-left:280px; ">
            <button style="font-size:20px; border:none; width:200px; height:100px; margin-left:-300px;
                margin-top:-140px;" onclick="document.getElementById('title').style.opacity = '0';
                document.getElementById('intro').style.opacity = '1';
                document.getElementById('intro').style.display = 'block';
                '>LET'S ESCAPE</button>
        </div>
    </div>
</div>
```

<div class= “premsg”> parent container

```
54
55
56 #premsg,#donemsg,#congrats {
57     position: fixed;
58     z-index: 10;
59     width: 100vw;
60     height: 100vh;
61     display: block;
62 }
63
64 .popcont-first {
65     position: absolute;
66     top: 27%;
67     left: calc(50% - 440px);
68     width: 800px;
69     height: 500px;
70     padding: 50px;
71     padding-top: 20px;
72     transition: opacity 0.5s;
73 }
74
```

```
.text-container {
    position: relative;
    height: 500px;
    width: 500px;
}
```

CSS for <div class= “premsg”>

## The title code

```
<!--TEXTS-->
<div id="premsg">
    <div id="title" class="popcont-first">
        <div class="text-container" id="text-zero" style="background-image:url('buttontexture.png');
background-repeat:no-repeat;background-position: center;
background-size:contain; width:250px; height:150px; margin-top:150px; margin-left:280px; ">
            <button style="font-size:20px; border:none; width:200px; height:100px; margin-left:-300px;
margin-top:-140px;" onclick="document.getElementById('title').style.opacity = '0';
document.getElementById('intro').style.opacity = '1';
document.getElementById('intro').style.display = 'block';
">LET'S ESCAPE</button>
        </div>
    </div>
</div>
```

Title code

We added a hover effect to our button.

```
103 /* Button */
104 button {
105     font-family: essaytext;
106     font-weight: 700px;
107     color: ■rgb(157, 157, 157);
108     font-size:20px;
109     position: relative;
110     text-align: center;
111     letter-spacing: 2px;
112     border:none;
113     cursor: pointer;
114
115     justify-content: center;
116     align-items: center;
117     padding: 10px 28px;
118     margin-top: 16px;
119
120     background-color: transparent;
121     width:220px;
122     height:100px;
123 }
124
125 /* Button Hover */
126 button:hover {
127     background-image:url('images/buttontexture.png');
128     background-repeat:no-repeat;
129     background-position: center;
130     background-size:contain;
131     width:220px;
132     height:100px;
133     color: ■white;
134 }
135
136
137 /* Button Click */
138 .btn button:active{
139     color: ■#b5b5b5;
140 }
141
142
```

CSS for the button and it's hover effect

We also used scripts to render the graphics onto the screen successfully.

## Character introduction code

This is the code for the character introduction. We used an static gltf model for the character.

```
<!--Character-->
<a-entity id="female_character"
gltf-model="models/character_player/female_character/scene.gltf"
position="0.32 0.026 -0.35"
scale="10 10 10"
rotation="0 24 0"

animation-mixer="clip: Idle">
</a-entity>
```

character model gltf

```
<div class="glassbox">
<div class="description">
<h1>Mary Jane</h1>

<p>The main character is a stubborn and headstrong woman who doesn't think twice about jumping into impulsive decisions.</p>
<p>After getting locked into the abandoned asylum, even while a monster is on the loose in the halls in the wake of an unsuspecting victim traversing the corridors.</p>
<p>With a strong will she is determined to escape from the asylum . . . once and for all.</p>

<button id="btn" onclick="audio.play();
setInterval(function(){
    location.replace('loading.html');
}, 1200);">START</button>

<script type="text/javascript">
const audio = new Audio();
audio.src = "sounds/button.mp3";
</script>
```

Code for character introduction

## Background story code

This is the code for the background story that pops up after clicking on “Let’s Escape”.

```
<div id="guide" class="popcont" style="width:500px;height:500px; background-size:cover; margin-left:-390px;margin-top:-100px;">
    <div class="text-container" id="text-two" style="background-image:url('gameposterblur.jpg');width:1300px;height:800px;">
        <p><br><br>It doesn't seem to budge as you struggle to open the door. <br> After a few tries,
            you decide to give up and roam the halls of the asylum.<br><br>
            There seem to be hints of electricity being used in this asylum once before
            <br>from all the electronic devices scattered about the rooms, <br> yet they all seem to be dead.
            Venturing deeper into the asylum, <br> you start to realize how much torture had happened within the walls of the building.
        </p>
        <button style="margin-left:300px;background-image:url('buttoontexture.png');background-repeat:no-repeat;
            background-position: center; background-size:contain;border:none;width:250px; height:150px; margin-top:-20px;
            " onclick="document.getElementById('text-one').style.opacity = '0';
                document.getElementById('text-one').style.display = 'none';
                document.getElementById('guide').style.display = 'block';
                document.getElementById('guide').style.opacity = '1'";
                ><p; style="margin-top:90px;">NEXT</p> </button>
        <button class="back" style="margin-top:-20px; margin-left:-50px;background-image:url('buttoontexture.png');
            background-repeat:no-repeat;
            background-position: center; background-size:contain; border:none; width:250px; height:150px;
            " onclick="document.getElementById('text-one').style.opacity = '1';
                document.getElementById('guide').style.opacity = '0';
                document.getElementById('guide').style.display = 'none';
                document.getElementById('text-one').style.display = 'block'>
                <p; style="margin-top:55px; margin-left:90px;">BACK</p></button>
    </div>
</div>
```

Background code

## Loading screen code

This is the code for our loading screen.

```
/* Loading Bar Empty */
.loading .line-box{
  padding: 2px;
  width: 40%;
  height: 12px;

  background: linear-gradient(135deg, #rgba(255, 255, 255, 0.1), #rgba(255, 255, 255, 0));
  background-blur: blur(10px);
  -webkit-backdrop-filter: blur(10px);
  border-radius: 20px;
  border: 2px solid #rgba(255, 255, 255, 0.18);
  box-shadow: 0 8px 32px 0 #rgba(0, 0, 0, 0.27);
}

/* Loading Bar Full */
.loading .line-box .line{
  height: 12px;
  border-radius: 20px;
  background: linear-gradient(135deg, ##199965 0%, ##870000 100%);
  animation: loading 6s forwards cubic-bezier(0,0,0,1);
}

@keyframes loading{
  0%{ width: 0%; }
  100%{ width: 100%; }
}

@keyframes blink{
  50%{ opacity: 0; }
  80%{ opacity: .5; }
}
```

CSS

```
<!--Loading Bar-->
<div class="container">
  <div class="text">
    <h1>LOADING...</h1>
  </div>
  <div class="loading">
    <div class="line-box">
      <div class="line"></div>
    </div>
  </div>
</div>

<!--Loading Timer-->
<script>
  setTimeout(function(){
    location.replace('forest.html');
  }, 10000);
</script>

<!--Body-->
<div style="background-image: url('images/gameposterblur.jpg');
            background-position: center;
            background-size: cover;
            background-repeat: no-repeat;
            position: fixed;
            width: 100vw;
            height:100vh;
            top:0; left:0;
            z-index: -2;
            display: block;">
</div>

</body>
</html>
```

code

## Forest model code

This is the forest's gltf model code.

```
<!--Sound-->
<a-assets>
  <audio id="bonfire" src="sounds/bonfire.mp3"></audio>
  <audio id="forest" src="sounds/forest.mp3"></audio>
  <audio id="crows" src="sounds/crows.mp3"></audio>
</a-assets>

<!--Camera-->
<a-entity position="-7.15328 5.7 -1.89783"
  |   rotation="0 250.00000000000003 0"
  |   <a-camera user-height="1.6"></a-camera>
</a-entity>

<a-entity camera position="-7.15328 5.7 -1.89783" look-controls wasd-controls>
  <a-cursor fuse="true" fuseTimeout="500" ></a-cursor>
</a-entity>

<!--Sky-->
<a-sky src="images/sky3.jpg"
  rotation="0 270 0"
  material=""
  geometry="radius: 10000;"
  scale="1 1 1"
  sound="src: #forest;
    |   autoplay: true;
    |   loop: true;
    |   volume: 2;
    |   positional: false">
</a-sky>
```

sound, camera, sky

```
<!--Ground-->
<a-image src="images/soil3.png"
  position="0 -0.00479 0.00959"
  scale="200 300 200"
  rotation="90 0 0">
</a-image>

<!--Birds-->
<a-entity id="bird1"
  gltf-model="models/animals/birds/scene.gltf"
  position="55.06048 101.728 69.22851"
  scale="8 8 8"
  rotation="0 29.99999999999999 0"
  animation_driver="#uri:20000;easing:linear;from:55.06040 101.228 69.22851;to:-46.40021 101.228 -72.02194;loop:-1;property:position"
  animation_driver="clip: scene"
  sound="src: #crows;
    |   autoplay: true;
    |   loop: true;
    |   positional: false;
    |   volume: 0.5;
    |   refDistance: 1;
    |   rollOffFactor: 1">
</a-entity>

<!--Cloud-->
<a-entity id="clouds"
  gltf-model="models/clouds/scene.gltf"
  position="-1.90176 271.72392 166.39055"
  scale="4 4 4"
  rotation="0 180 0">
</a-entity>

<!--Moon-->
<a-entity id="moon"
  gltf-model="models/moon/scene.gltf"
  position="0 1201.67431 0"
  scale="20 20 20"
  rotation="0 0 0">
</a-entity>
```

ground, birds, cloud and moon

```
<!-- Forest-->
<a-entity id="forest"
gltf-model="models/forest/scene.gltf"
position="-41.896 -0.77832 53.8395"
scale="25 45 25"
rotation="0 0 0">
</a-entity>

<a-entity id="forest"
gltf-model="models/forest/scene.gltf"
position="-41.896 -0.77832 27.5"
scale="25 45 25"
rotation="0 180 0">
</a-entity>

<a-entity id="forest"
gltf-model="models/forest/scene.gltf"
position="-19.282 -0.77832 328.93668"
scale="25 45 25"
rotation="0 180 0">
</a-entity>

<a-entity id="forest"
gltf-model="models/forest/scene.gltf"
position="308.42684 -0.77832 13.83952"
scale="25 45 25"
rotation="0 0 0">
</a-entity>

<a-entity id="forest"
gltf-model="models/forest/scene.gltf"
position="374.46753 -0.77832 -374.87682"
scale="25 45 25"
rotation="0 90 0">
</a-entity>

<a-entity id="forest"
gltf-model="models/forest/scene.gltf"
position="374.46753 -0.77832 -351.26643"
scale="25 45 25"
rotation="0 270 0">
</a-entity>

<a-entity id="forest"
gltf-model="models/forest/scene.gltf"
position="-386.53343 -0.77832 346.70085"
scale="25 45 25"
rotation="0 0 0">
</a-entity>

<a-entity id="forest"
gltf-model="models/forest/scene.gltf"
position="-471.53291 -0.77832 348.85253"
scale="25 45 25"
rotation="0 180 0">
</a-entity>
```

forest

```
<!--Animated Plants-->
<a-entity id="animated_grass"
gltf-model="models/grass/animated_grass/scene.gltf"
position="10.71696 0.02414 -3.34496"
scale="1 1 1"
rotation="0 0 0"
animation-mixer="clip: ">
</a-entity>

<a-entity id="animated_grass"
gltf-model="models/grass/animated_grass/scene.gltf"
position="12.57548 -0.00283 -2.44676"
scale="0.54 0.54 0.54"
rotation="0 90 0"
animation-mixer="clip: ">
</a-entity>

<a-entity id="animated_grass"
gltf-model="models/grass/animated_grass/scene.gltf"
position="3.30074 0.02414 -13.52077"
scale="1.5 1.5 1.5"
rotation="0 90 0"
animation-mixer="clip: ">
</a-entity>

<a-entity id="animated_grass"
gltf-model="models/grass/animated_grass/scene.gltf"
position="4.72039 -0.00283 -16.00676"
scale="0.54 0.54 0.54"
rotation="0 90 0"
animation-mixer="clip: ">
</a-entity>
```

plants

```

<!-- Stones -->
<a-entity id="stone_2"
gltf-model="models/stones/stone_2/scene.gltf"
position="-0.6169 1.22242 0.14935"
scale="1.61 3.53 2.45"
rotation="0 0 0">
</a-entity>

<a-entity id="stone_2"
gltf-model="models/stones/stone_2/scene.gltf"
position="0.81366 0.27582 0.14935"
scale="0.8 3.52 1.68"
rotation="0 0 0">
</a-entity>

<a-entity id="stone_2"
gltf-model="models/stones/stone_2/scene.gltf"
position="-1.15511 0.51993 -7.48777"
scale="1.55 4.3 2.52"
rotation="0 50 0">
</a-entity>

<a-entity id="stone_2"
gltf-model="models/stones/stone_2/scene.gltf"
position="1.547681 1.22247 -5.62894"
scale="2.15 4.41 2.74"
rotation="0 20 0">
</a-entity>

<a-entity id="stone_2"
gltf-model="models/stones/stone_2/scene.gltf"
position="10.2464 0.78471 -0.3762"
scale="1.63 2 2"
rotation="0 90 0">
</a-entity>

<a-entity id="stone_2"
gltf-model="models/stones/stone_2/scene.gltf"
position="-3.00017 0.33455 7.81489"
scale="1.52 2"
rotation="0 90 0">
</a-entity>

<a-entity id="stone_2"
gltf-model="models/stones/stone_2/scene.gltf"
position="-0.23483 0.86259 11.38269"
scale="0.77 1"
rotation="0 40 0">
</a-entity>

<a-entity id="stone_2"
gltf-model="models/stones/stone_2/scene.gltf"
position="-0.23483 0.86259 18.7586"
scale="0.77 1"
rotation="0 40 0">
</a-entity>

```

stones

```

<!-- Lights -->
<a-entity light="type: ambient;
intensity: 0.01">
</a-entity>

<a-entity light="type: point;
intensity: 15;
color: #FFA838;
distance: 10;
castShadow: true;
decay: 2"
position="0.65597 0.64257 0.72834">
</a-entity>

<a-entity light="type: point;
intensity: 0.6;
color: #6CA7B8;
distance: 0;
penumbra: 1;
castShadow: true"
position="0 484.58723 0">
</a-entity>

<a-entity light="type: spot;
intensity: 0.69;
color: #FFCCFC;
distance: 0;
castShadow: true;
penumbra: 0.1;"
position="0 946.91923 0"
rotation="0 0 0"
scale="0.15 0.15 0.15">
</a-entity>

<a-entity light="type: point;
intensity: 2.94;
color: #F5B8AB;
distance: 10;
castShadow: true;
decay: 0.1"
position="409.35966 7.30466 -20.21759"
rotation="0 0 0"
scale="0.15 0.15 0.15">
</a-entity>

```

lights

## Asylum code

All rooms are coded the same, besides the positions and rotations which are done individually and accordingly, within <a-scene>.

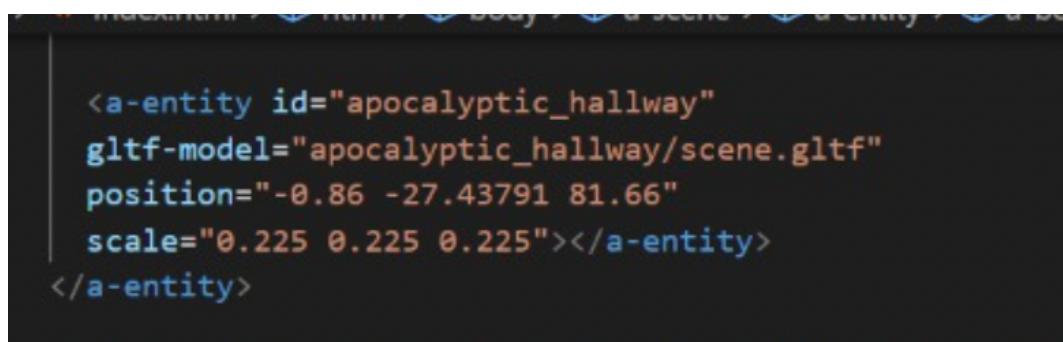
### Hallway (first and second part)

First, these are the wall gltf models that are used to separate the rooms in the hallway.

```
<a-entity position="0 28.74177 0">
  <a-box id="wall12" geometry="depth:3; height:70; width:100"
    scale="0.85 0.85 0.85"
    position="-67.45239 -2.861 12.11949"
    rotation="0 360 0"
    color="black">
  </a-box>

  <a-box id="wall" geometry="depth:3; height:70; width:100"
    scale="0.85 0.85 0.85"
    position="-76.52097 -2.861 3.51909"
    rotation="0 360 0"
    color="black">
  </a-box>
```

Wall codes



A screenshot of a code editor window showing a single line of code. The code defines an entity with an ID of "apocalyptic\_hallway", specifies a GLTF model named "apocalyptic\_hallway/scene.gltf", and sets its position to "-0.86 -27.43791 81.66". The entity's scale is set to "0.225 0.225 0.225". The code is written in a syntax similar to JSON or XML, using "<" and ">" tags.

```
<a-entity id="apocalyptic_hallway"
  gltf-model="apocalyptic_hallway/scene.gltf"
  position="-0.86 -27.43791 81.66"
  scale="0.225 0.225 0.225"></a-entity>
</a-entity>
```

hallway code

In our game, as soon as the game starts all doors will automatically open as they are animated.

```
<a-box id="doorparent" geometry="depth:1; height:50; width:20"  
scale="0.4 0.4 0.4"  
position="-20.57019 10.48668 -15.90862"  
rotation="0 90 0"  
material="src:url('asylum_desktop.png')">  
  
    <a-entity id="door"  
    gltf-model="wooden_door/scene.gltf"  
    position="8.25656 -22.34414 12.79276"  
    scale="6.7 7.4 7.2"  
    rotation="0 0 0"  
    animation="property:rotation; from:0 90 0;  
    to:0 -90 0;  
    dur:2800;">  
    </a-entity>  
  
</a-box>
```

Example of “doorparent”

“doorparent” acts like the container for the whole door. This makes it easier for us to reposition the model.

This is the actual door, we have attached a gltf model to make it a realistic model. Property:rotation helps the door synchronically move.

### Room 1

This is the gltf model code for our first room.

```
<a-entity id="house"  
gltf-model="horror_hospital_room/scene.gltf"  
position="-51.29263 -28.35605 -23.44236"  
scale="300 300 300"  
rotation="0 -360 0">  
</a-entity>
```

gltf code

## Room 3

This is the gltf model code for our third room.

```
<a-entity id="haunted_space_-_abandoned_diplomat_building"
gltf-model="haunted_space_-_abandoned_diplomat_building/scene.gltf"
position="-45.16172 8.92621 78.30354"
scale="5 5 5"
rotation="0 -360 0"
animation-mixer="clip: Take 01">
</a-entity>
```

code

We also added a red light, to make it look even more demonic. using the code shown below. We attached it to the corpse because it looks less stiff and set up. It looks more natural that way. Penumbra softens the edges, we used "spot" light since it is the only light source that we have successfully implemented the positions in.

```
<a-entity id="murder_scene_cloth_body"
gltf-model="murder_scene_cloth_body/scene.gltf"
position="-74.51873 2.04593 58.42766"
scale="2.5 2.5 2.5"
rotation="0 180 0"
light="type: spot; color: #FF0000; position:-91.796 -12.650 400; penumbra:0.2">
</a-entity>
```

light placed onto corpse asset

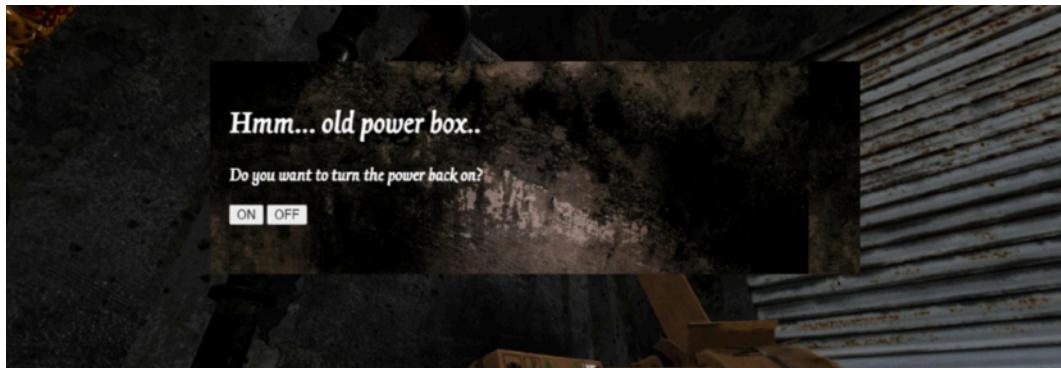
## Room 4

This is the gltf model code for our fourth and final room, the interrogation room.

```
<a-entity id="interrogation_room" gltf-model="interrogation_room/scene.gltf"
position="67.46525 -2.83995 135.42183" scale="15 15 15" rotation="0 -360 0">
</a-entity>
```

code

In here there will be the pop up box that appears before you enter the room, and also for the power box.



pop up box

This is the CSS that will customize the pop up banner.

```
<style>

@font-face{
    font-family:essaytext;
    src:url('fonts/essaytext.ttf')
}

#pop {
    width: 50vw;
    height: 30vh;
    position: fixed;
    top: 25vh;
    left: 25vw;
    padding: 20px;
    background-image:url('bg.jpg');
    display: none;
    color: white;
    font-family:essaytext;
}

</style>
```

CSS for pop up box



png for pop up box background

First, we have to link the power box to the Javascript. Then we define the variable, finally we fuse it with the pop up text.

```
<div id="pop">
<h1>Hello</h1>
<p>lorem ipsum</p>
<button type="button" onclick="document.getElementById('pop').style.display = 'none';">CLOSE</button>
</div>

<script>
var power_box_01_4k = document.querySelector('#power_box_01_4k');
var bottom_box = document.querySelector('#bottom_box');
var left_box = document.querySelector('#left_box');
var right_box = document.querySelector('#right_box');

power_box_01_4k.addEventListener('fusing', function(evt) {
    evt.target.setAttribute('color', 'red');
    document.getElementById('pop').style.display = "block";
});

bottom_box.addEventListener('fusing', function(evt) {
    evt.target.setAttribute('animation', 'property: rotation; to: @ 360 0; duration: 3000; easing: linear; loop: true');
});

left_box.addEventListener('fusing', function(evt) {
    evt.target.setAttribute('animation', 'property: position; to: @ 0 -5; dur: 2000; easing: linear; loop: false');
});
</script>
```

javascript and html code example

```
<script>
var power_box_01_4k = document.querySelector('#power_box_01_4k');
var bottom_box = document.querySelector('#bottom_box');
var left_box = document.querySelector('#left_box');
var right_box = document.querySelector('#right_box');

power_box_01_4k.addEventListener('fusing', function(evt) {
    evt.target.setAttribute('color', 'red');
    document.getElementById('pop').style.display = "block";
});
```

how to link

```
<div id="pop">
  <h1>hello</h1>
  <h3>lorem ipsum</h3>
  <button type="button" onclick="document.getElementById('pop').style.display = 'none';">CLOSE</button>
</div>

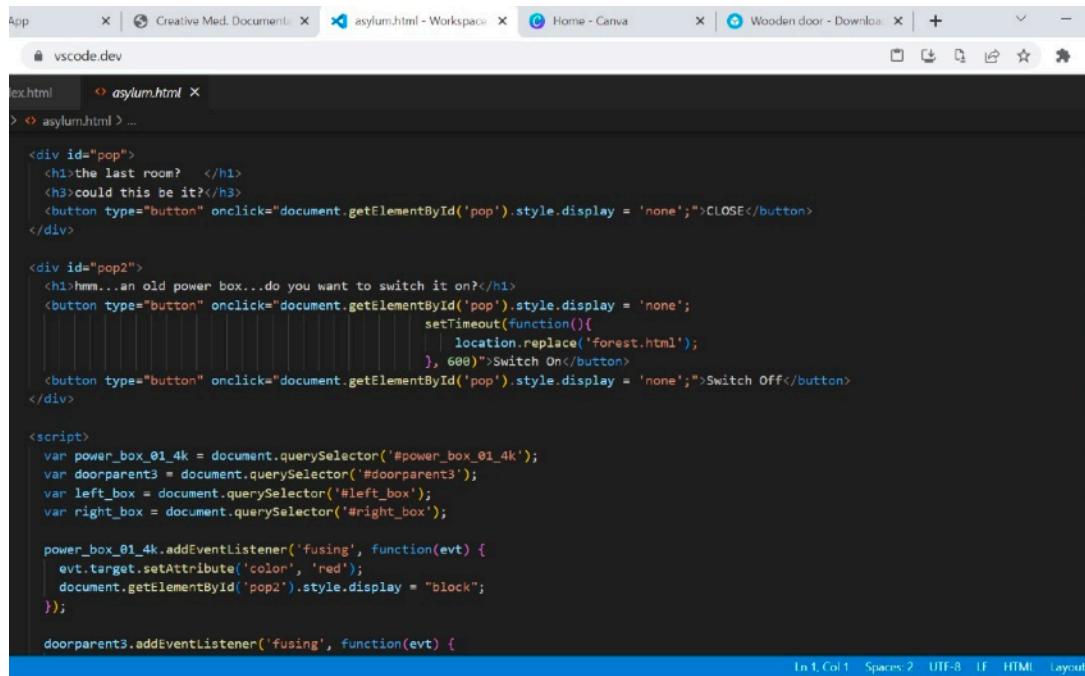
<script>
  var power_box_01_4k = document.querySelector('#power_box_01_4k');
  var bottom_box = document.querySelector('#bottom_box');
  var left_box = document.querySelector('#left_box');
  var right_box = document.querySelector('#right_box');

  power_box_01_4k.addEventListener('fusing', function(evt) {
    evt.target.setAttribute('color', 'red');
    document.getElementById('pop').style.display = "block";
  });

  bottom_box.addEventListener('fusing', function(evt) {
    evt.target.setAttribute('animation', 'property: rotation; to: 0 360 0; duration: 3000; easing: linear; loop: true');
  });

  left_box.addEventListener('fusing', function(evt) {
    evt.target.setAttribute('animation', 'property: position; to: 0 0 -5; dur: 2000; easing: linear; loop: false');
  });
</script>
```

pop up for power box



A screenshot of a web browser window titled "asylum.html - Workspace". The page content is as follows:

```
<div id="pop">
  <h1>the last room?</h1>
  <h3>could this be it?</h3>
  <button type="button" onclick="document.getElementById('pop').style.display = 'none';">CLOSE</button>
</div>

<div id="pop2">
  <h1>hmm...an old power box...do you want to switch it on?</h1>
  <button type="button" onclick="document.getElementById('pop').style.display = 'none';
    setTimeout(function(){
      location.replace('forest.html');
    }, 600)">Switch On</button>
  <button type="button" onclick="document.getElementById('pop').style.display = 'none';">Switch Off</button>
</div>

<script>
  var power_box_01_4k = document.querySelector('#power_box_01_4k');
  var dooparent3 = document.querySelector('#dooparent3');
  var left_box = document.querySelector('#left_box');
  var right_box = document.querySelector('#right_box');

  power_box_01_4k.addEventListener('fusing', function(evt) {
    evt.target.setAttribute('color', 'red');
    document.getElementById('pop2').style.display = "block";
  });

  dooparent3.addEventListener('fusing', function(evt) {
```

pop up for last room confirmation

## Monsters and their animation +gltf codes

All our models are animated as to give life to them and make them look scarier when the jumpscare sets off to scare the player.

### Lady of the Asylum



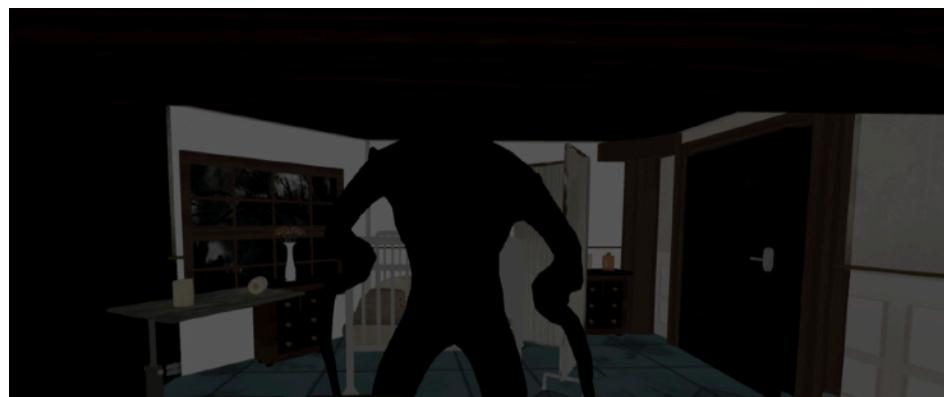
Lady of the Asylum

This model is animated using "animation\_drive". We have set her starting point and ending point as well. We used easing:linear in order to make her move forward and not in a zig zag motion.

```
88
89  <a-entity id="lady_of_the_asylum"
90  gltf-model="lady_of_the_asylum/scene.gltf"
91  position="0 -1.40289 -60.49259"
92  scale="12 12 12"
93  rotation="0 0 0"
94  animation_drive="dur:15000; easing:linear; from:0 -1.40289 -60.49259;
95  to:0 1.40289 193.69214; property:position;">
96
97  </a-entity>
```

Lady's animation\_drive

### Limbless



Limbless

This model is animated using "animation-mixer". We derive every model from SketchFab in gltf form. We then code in in a-frame within <a-scene> using the help from the previous scripts mentioned.

```
81  <a-entity id="zombie_monster"
82    gltf-model="zombie_monster/scene.gltf"
83    position="-40.85235 0.39693 -21.24579"
84    scale="12 12 12"
85    animation-mixer="clip: anim"
86    rotation="0 90 0">
87  </a-entity>
```

Limbless' animation\_drive

### **Wewe Gombel**



Wewe Gombel

This model is animated using “animation-mixer”. The clip is derived from the SketchFab gltf model itself, once we link it together the model will animate on its own.

```
<a-entity id="wewe_gombel_indonesian_ghost"
gltf-model="wewe_gombel_indonesian_ghost/scene.gltf"
position="-46.74623 2.92682 29.08028"
scale="7 7 7"
rotation="0 90 0"
animation-mixer="clip: mixamo.com">
</a-entity>
```

Wewe Gombel's animation\_drive

### Dead Tongue Head



Dead Tongue Head

This model is also animated using "animation-mixer".

```
<a-entity id="dead_head" gltf-model="dead_head/scene.gltf" scale="15 15 15"
position="69.23604 -1.06613 -13.94198" animation-mixer="clip: Idle"></a-entity>
```

animation\_drive

## References (sketchfab links)

### ROOMS

<https://sketchfab.com/3d-models/horror-hospital-room-56c9c40933644254b939ae2a22807d44>

[hospital]

<https://sketchfab.com/3d-models/interogation-room-6e9151ec29494469a74081ddc054d569>

[interogation]

<https://sketchfab.com/3d-models/apocalyptic-hallway-85967b8e81564b0d9d4247672b5317df>

[hallway]

<https://sketchfab.com/3d-models/haunted-space-abandoned-diplomat-building-b28ed691b99946829fe6b62ce1943e84>

[satan room]

### GHOSTS

<https://sketchfab.com/3d-models/lady-of-the-asylum-03c5802f43bb4fa7b7aef87ae290b9e6>

[lady of the asylum]

<https://sketchfab.com/3d-models/zombie-monster-d2f9be4f379a410f8c88745921bde6a0>

[mutilated human]

<https://sketchfab.com/3d-models/dead-head-acf56725b66a418c93ed47056e98a7bb>

[dead tongue]

<https://sketchfab.com/3d-models/wewe-gombel-indonesian-ghost-a8cee601a6fe40f18c774262e3363461>

[wewe gombel]

<https://sketchfab.com/3d-models/murder-scene-cloth-body-2775896b55c54d21a82e4aa1d485ec15>

[cloth corpse]

### assets

<https://sketchfab.com/3d-models/re-wheelchair-horror-game-hospital-97bd7574406d4df38d54ec4ac1f18c40>

[wheelchair]

<https://sketchfab.com/3d-models/dirty-flashlight-2518b88ad3474495b4dc5a3e5846a362>

[dirty flashlight]

<https://sketchfab.com/3d-models/letter-from-a-murderer-0701a5fdb7474d099b0d455f19b839b6>

[letter]

<https://sketchfab.com/3d-models/formalin-filled-jar-c6999f442c4e4557a0f9dff8ad760e55>

[formalin]

<https://sketchfab.com/3d-models/knife-d19566b7806e4eff89d655536cb55dc2>

[knife]

<https://sketchfab.com/3d-models/cart-corpse-the-darkest-red-ac2389d2b9224b9d9310a6dfc978a7cc>

[corpse cart]

<https://sketchfab.com/3d-models/power-box-01-4k-1b6b1bb376a844c7a958553df25bea84>

[power box]

<https://sketchfab.com/3d-models/wooden-door-8726b6c219a54ed585e096f267c2a35e>

[wooden door]