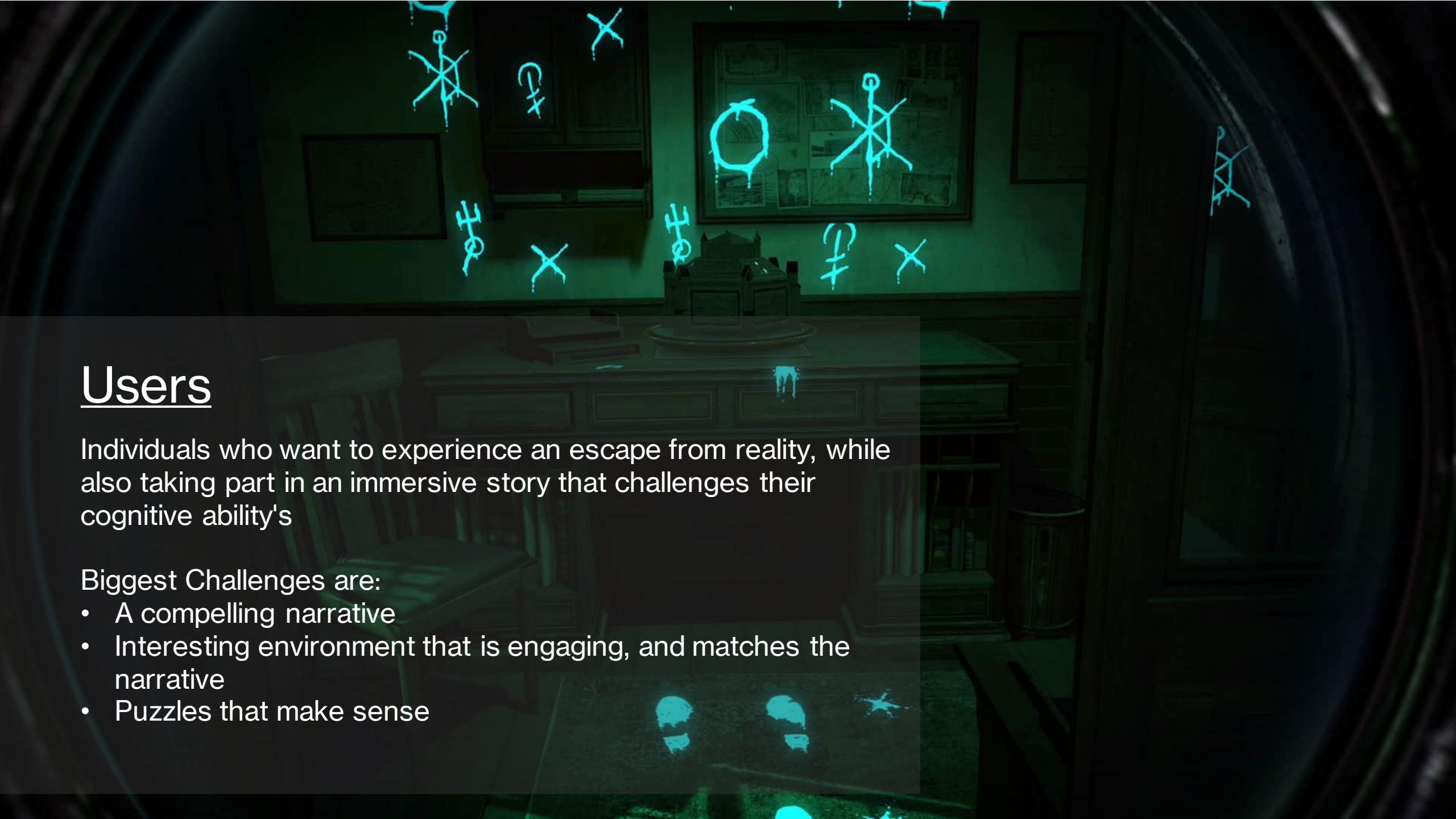
Escape VR



Users

Individuals who want to experience an escape from reality, while also taking part in an immersive story that challenges their cognitive ability's

Biggest Challenges are:

- A compelling narrative
- Interesting environment that is engaging, and matches the narrative
- Puzzles that make sense

The Room VR: A Dark Matter

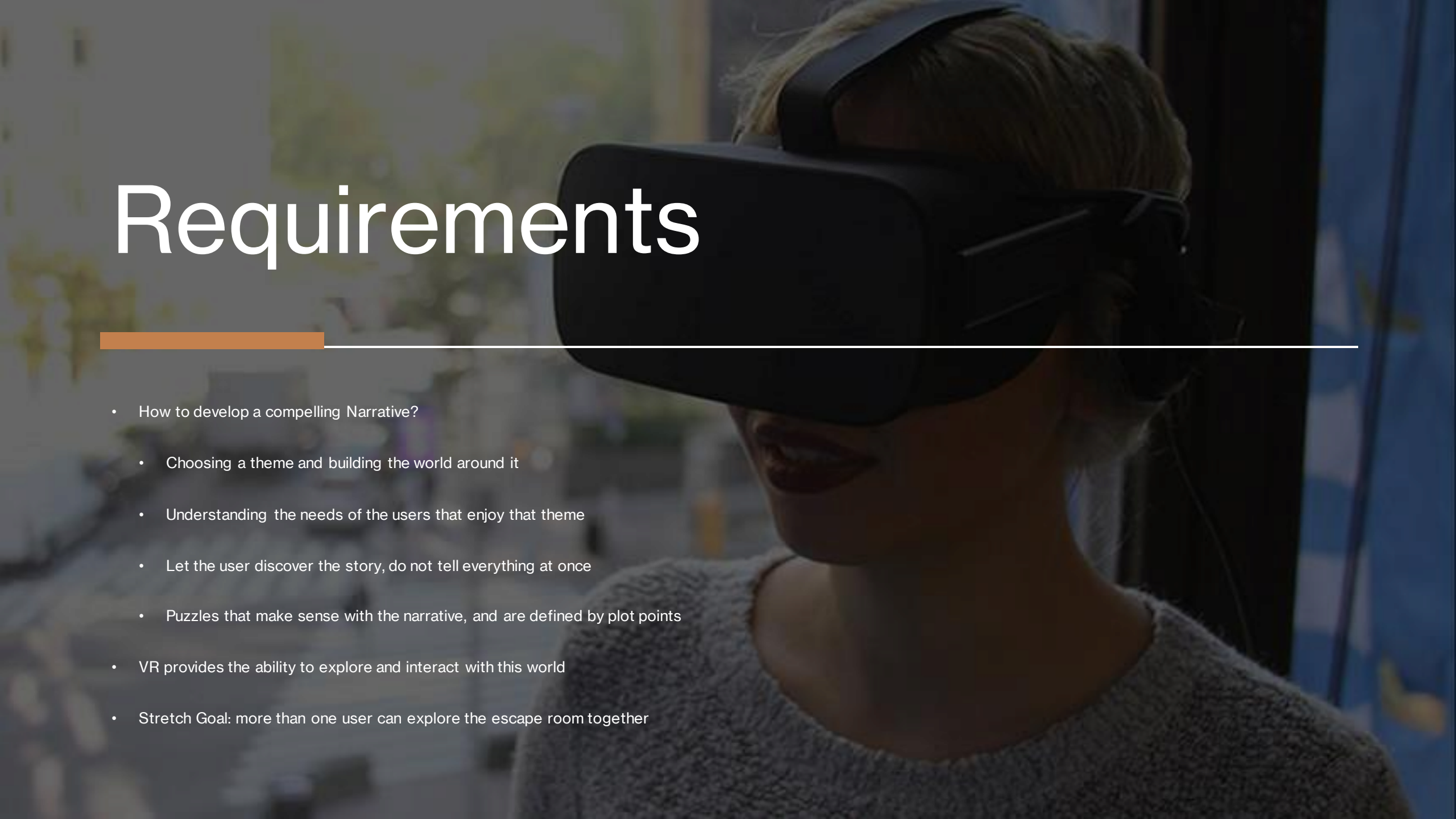
- One of the most successful publicly available VR escape rooms
- Combines compelling story and ambient sound
- Very engaging
- Does not include team/friend play
- You can't freely explore the whole space

Unlock! Heroic Adventures: INSERT COIN

- A deck of cards escape game
- Linked to Unlocked! App
- Well-designed story and escape elements
- Not as engaging or immersive
- Hard to play with more than 2 people

Virtual Escape Room

- A physical escape room played using a video conferencing platform, and an intermediary agent
- Great team experience
- You cannot explore the room yourself
- Not very immersive



Requirements

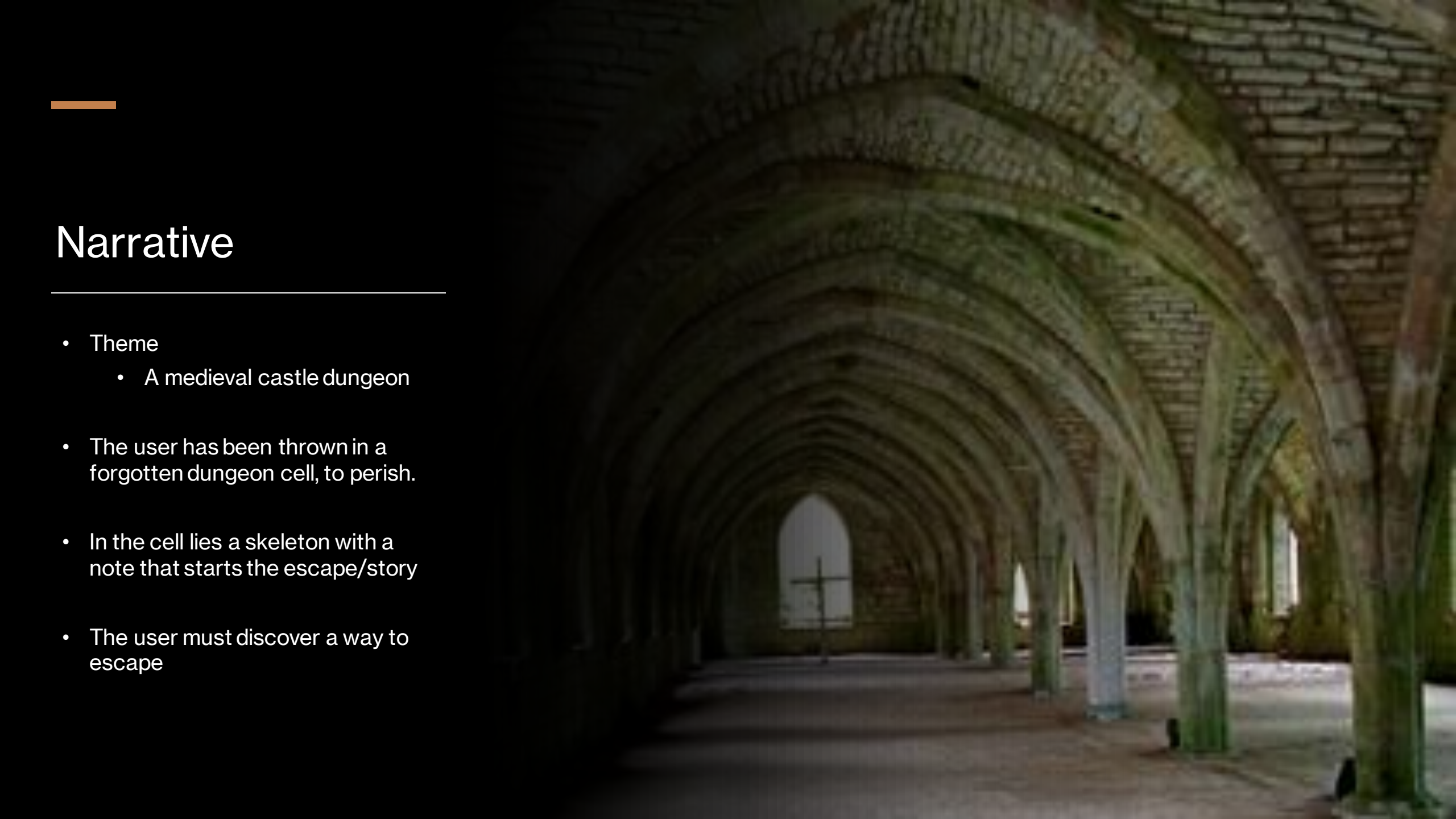
- How to develop a compelling Narrative?
  - Choosing a theme and building the world around it
  - Understanding the needs of the users that enjoy that theme
  - Let the user discover the story, do not tell everything at once
  - Puzzles that make sense with the narrative, and are defined by plot points
- VR provides the ability to explore and interact with this world
- Stretch Goal: more than one user can explore the escape room together

Escape VR

- Compelling Narrative
  - Narrative matching environment
  - Logical puzzles
- Ability to explore the space
- Stretch Goal: Ability to play with friends

Narrative

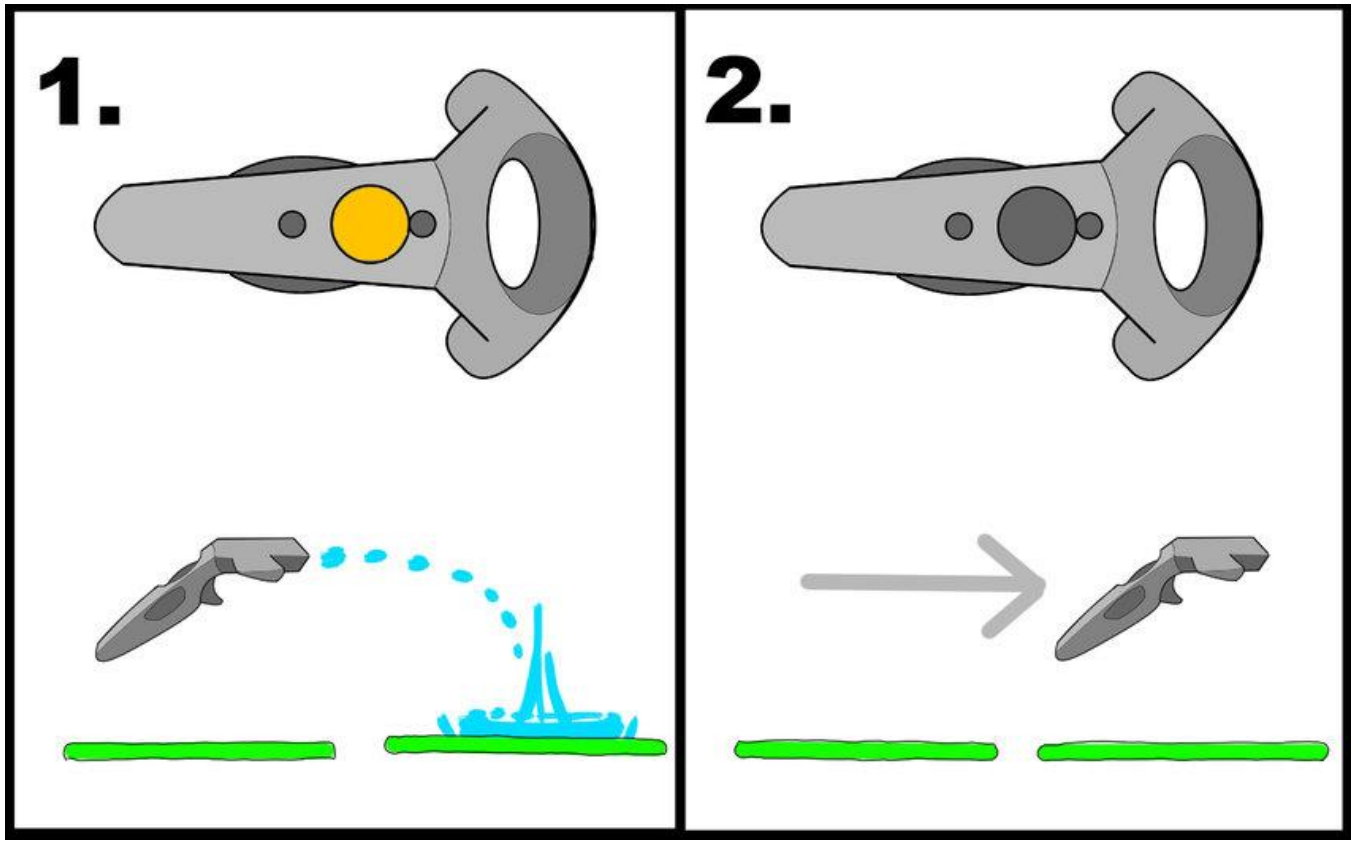
- Theme
  - A medieval castle dungeon
- The user has been thrown in a forgotten dungeon cell, to perish.
- In the cell lies a skeleton with a note that starts the escape/story
- The user must discover a way to escape



Interaction Techniques

- Navigating the environment
- Teleportation
- The system will recognize the user wants to travel to a point, and provide feedback whether or not they can
- The user will confirm the choice to move

Interaction Flow



User marks destination point

User confirms travel and moves to point

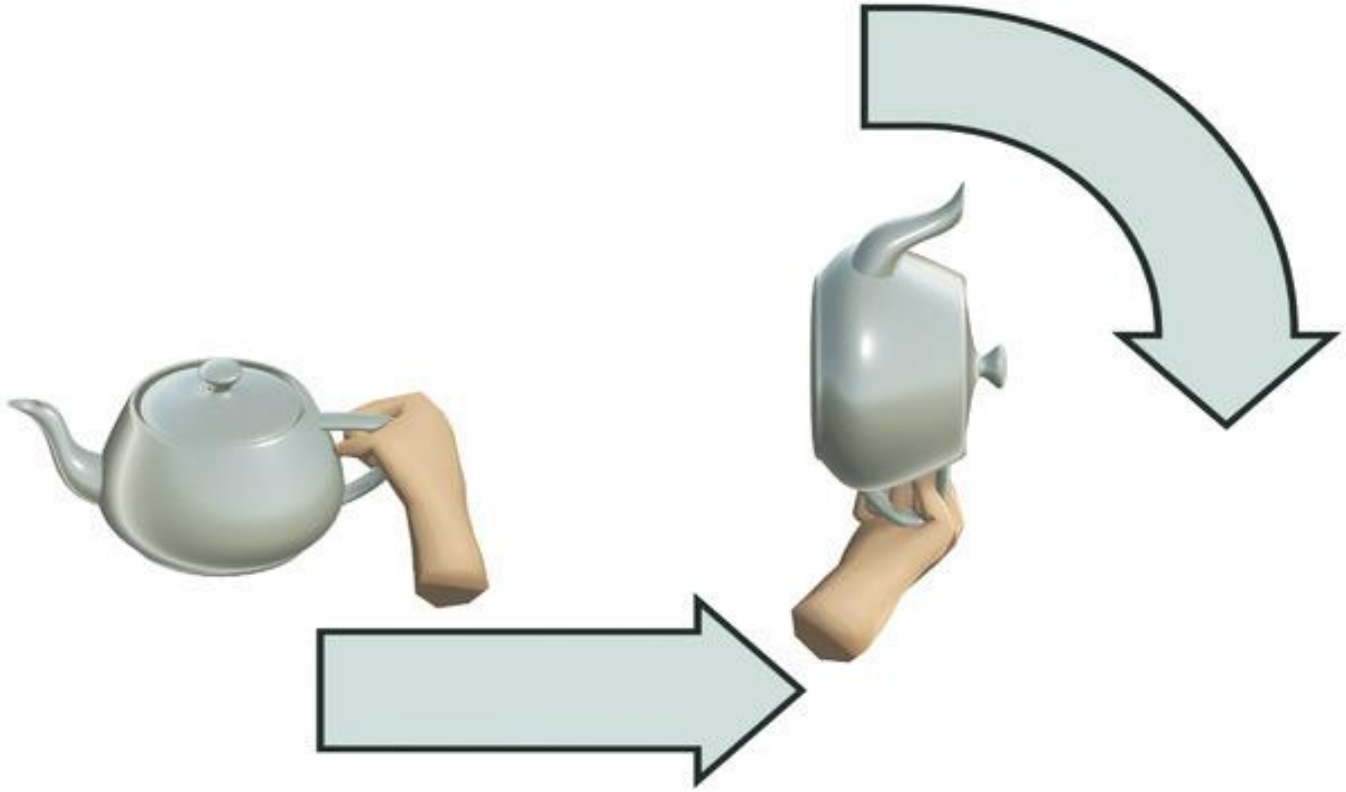
Interaction Flow

Within the marked bounds the user can move as normal, if the user approaches the edge of the marked bounds a mesh will appear alerting the user

Interaction Techniques

- Grabbing and manipulating puzzles
- The software will recognize when the user can manipulate an object and provide feedback
- The objects motion will be animated by the users movement

Interaction Flow



User interacts with object

Object responds by moving

Visual Style and Environment

- The environment is a Medieval castle dungeon
- Using available assets
- The environment will emulate a real environment
- Teleportation will be used for long distance navigation, as it helps to minimize simulator sickness. For small area navigation, the users position will be tracked, and represented in the game world, as this has almost no ill effect.