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Treasure Hunt

Original Proposal

In the end we were able to accomplish most of what we hoped for in our original proposal. We created a fairly large scale map where you must travel around and collect a theme based collectible. Our map is very interesting and has a lot to explore while searching for the chests. The chests play a constant sound to help with finding them. We stayed with the teleportation method of transportation because it would reduce motion sickness the most, and enable the player to quickly traverse the map.

What we didn't complete

In the original proposal we had high expectations on how varied the difficulties would be. We were not able to implement the varied spawns or volume based on difficulty. This means all the spawn locations and the volume of the chests are the same across all difficulties. We also did not add a timer because the playstyle of the game is very laid back. We thought that if we rushed the player, they couldn't appreciate the map and the level of detail.

Rubric - (off the HW2 canvas assignment page)

1. The proposal submitted at the beginning can be found at the end of this report
2. The map is a 3D environment in which you must traverse. This is a great use of VR because it puts the player in a unique environment like no 2D screen can. This makes it more immersive and engaging.
3. In the game you are able to teleport around the map. You also have to select objects in 2 different ways. There are 3D menus in the environment which you must grab with a controller. You also must interact with a 2D menu by pointing at the option you want.
4. We used free assets found on the Unreal marketplace.
5. We used teleportation because it would help alleviate motion sickness, instead of using a walking method.

Rubric - (Personally allotted points)

1. 20%: Gameplay Mechanics
   In the game we put in a lot of effort into making it as well a polished game as we could in the time period. Our goal was to make the life of the player as easy as possible, to make sure they only had to focus on the game, and not on any game development issues or quirks. Adding a starting area that acts as the main menu for the player to get situated before beginning the game. Limiting the player's movement to this area only until they pick a difficulty. This means the game will always function as intended. Adding an open animation and sound effect to the main gate offers a smooth transition into the actual gameplay. Designing the player menu to look theme

appropriate increases the immersiveness. We put a lot of work into making the map as bug proof as possible in regard to navigation. It took a lot of tweaking, but now the player can not teleport anywhere they are not supposed to. Having a “Win Area” gives a sense of accomplishment. Since the chests spawn randomly, each time you play is a different experience. This promotes replayability, and can be played many times before it becomes repetitive.

2. 10%: Environment
   We put a lot of effort and care into the environment because that is what makes the hunt interesting. It was important for the areas to feel unique and interesting for all players. The placement of the chests were made to be in these areas of interest so that the player can experience all of them while not feeling repetitive. We are very happy with how the whole village came out. We still enjoyed playtesting the game at the end of development, so players should have a lot of fun exploring the town even more.

3. 10%: Sound Design
   There was a lot of work put into finding and implementing sounds throughout the game, from the atmospheric bird sounds that play, to the creaking when the main gate opens. Sound adds a lot to an environment, so we utilized it to make the town feel even more real. When the game first launches, you are greeted with medieval trumpet fanfare, which helps introduce the theme of the whole game. The same fanfare plays triumphantly when you win the game, signaling victory. The sound the chests make when pinged is a bell, which sounds like it would come straight from a similar town in real life.

The division of labor was about 60(Sam)/40(Jose). Sam mainly did the blueprint creations and helped with the map very little to ensure proper implementation. Jose mainly made the map, adding lots of detailed areas and creating the unique chest spawn locations for fun gameplay, while also helping with some of the blueprint creations to make the user experience better.

Video of the game being played, with helpful text to explain some of the gameplay features.
https://drive.google.com/file/d/1b4MfGY9DBbH_FZP0kJhfTabFgaogoFvs/view?usp=sharing

Video of the blueprints and an overview of the map and its features, with voice over
https://drive.google.com/file/d/1pGyo3kulhzDA-iz81s_8I5hl78K87sYo/view?usp=sharing

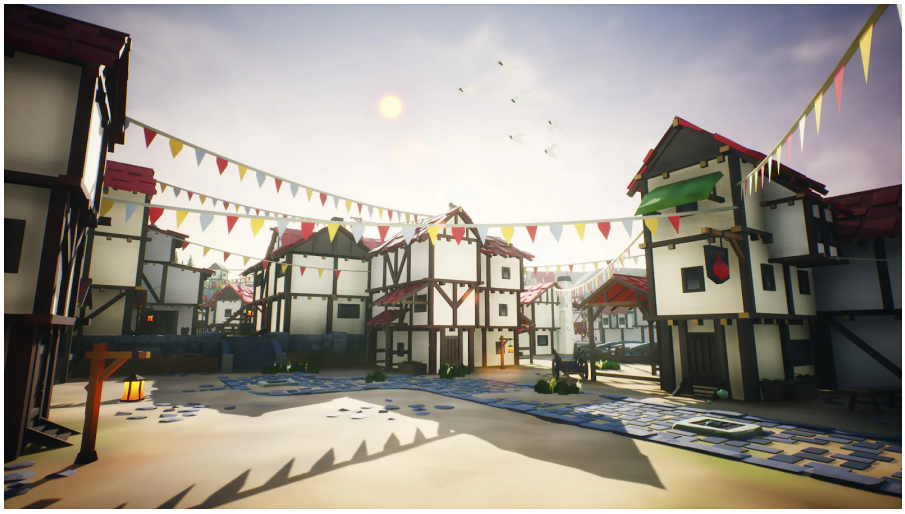
Original proposal below

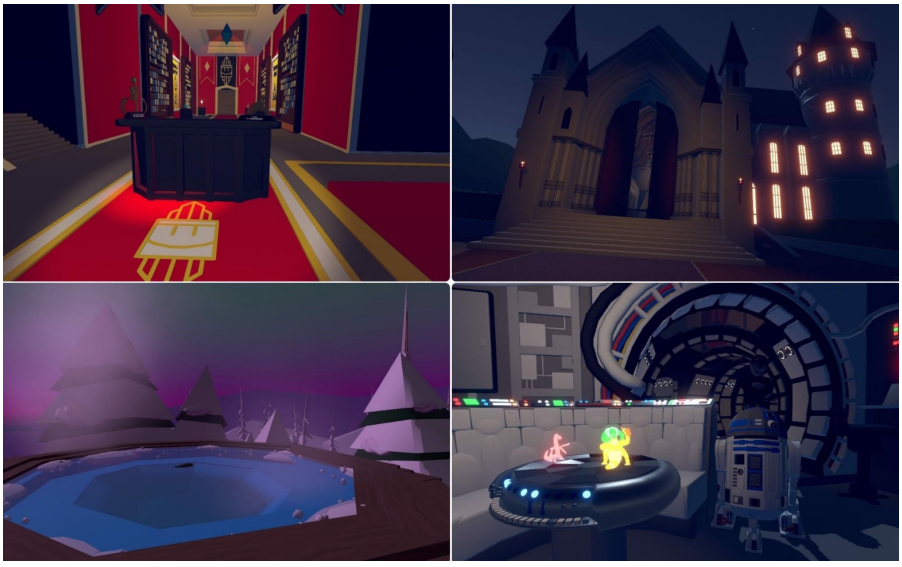
Project Idea: Scavenger Hunt

We want to make an interactive scavenger hunt in VR that would require players to navigate around a map to find collectibles.

Environment

We would like to have the maps fairly large, in order to promote exploration and boost immersiveness. Our first idea for a possible map would be a medieval town. If the environment is interesting enough, the players will have fun purely exploring, while having the added satisfaction of achieving a goal. We could also have different maps, all with different themes.





Transportation

We are going to have the mode of transportation be teleportation because it decreases the likelihood of motion sickness. Since you will have to move around a lot, we want to mitigate motion sickness the best we can.

Collectibles

The player will have to grab the collectibles in order to collect them. We were thinking we could have different collectible objects depending on the map. A medieval map would have little gold statues, while a spaceship map would have crystals.

Difficulty

There are many aspects that we might integrate to create more or less difficulty. Some we might integrate are spawning locations, audio clues, and time. Our idea is that we would have a very large collection of possible spawn locations for the collectibles, and we would spawn them randomly at a certain number of locations, in order to make the hunt different every time you play. Another aspect would be where they are placed in the map. While the easier difficulty would spawn them in more obvious spots(on a table), the harder difficulty might spawn them in less obvious spots(on a bookshelf), and the hardest difficulty would require the player to move objects in order to find them(move boxes out of the way). While it might be hard to find any of them on any difficulty, we are going to add audio cues in order to draw the player in the right direction. A soft hum sound might play at the object that gets louder the closer you get. The base volume of the sound could also change with the difficulty, or be a different difficulty slider altogether. Lastly we could add a timer. This would add pressure on the player to find the collectibles faster, and enable the possibility of competitive games.