

**Completed items from proposal:**

- Created an escape room environment that is larger than the normal playspace to allow other traversal options
- Most items are able to be interacted with by picking them up
- Teleportation for traversal

**Changed/removed items from proposal:**

- Physics were altered, pressing triggers toggles held item gravity
- Paintings were not added to the level

**Added items not included in proposal:**

- Manipulating the environment: completing the puzzles removes the bookshelf leading to a win room

**Standard Issue HW2:**

1. Proposal was completed, and can be found on the canvas submission or in the same folder this document is located in
2. This is not a 360 video
3. Methods:
  - a. Selection: multiple ways to select menu items, through pointing or using the analog stick
  - b. Manipulation: Moving objects in the environment and interactions with other objects
  - c. Travel: two different traversal methods: Teleport and walking with the joystick, as well as physically moving around
4. No inappropriate assets were using
5. The default controls as well as changing handedness are the most optimal for reducing motion sickness. Other options may risk motion sickness.

For a final note, the 'Walk' mechanic will allow you to go through walls. This was an issue I was unable to resolve. Also, if a component required for completing a puzzle becomes out of reach, you can put the walk mode on and try to get it, or quit out and load it back up to reset everything.

**Videos:**

Code: <https://youtu.be/JOHMqWF3Khk>

Game: <https://youtu.be/k7zWTS5IJLM>