

VR Escape Room Scenario

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The *VR escape room* is a game that allows players to entertain themselves in their own homes by experiencing a unique type of virtual reality by allowing the users to create and solve different escape rooms. This first scenario describes how a player would start the game, what would the player first see when launching into the program, and exploring into the variety of options and puzzles that are saved in the system.

The player starts the game by connecting their playstation VR to the TV. The player is required to have a VR system in order to play. The playstation VR also needs to be connected to the HTC vive, and the player must wear the headset that comes with the VR technology to give the player 2D and 3D effects. The player then turns on the playstation, and the menu should appear on the screen in less than 3 seconds.

When the user first launches the program, the system displays a main menu is on the main screen. To select an option, the user needs to look at the menu item and blink instantaneously in order to select the menu item or go into another sub-menu if there is one. The player is shown a layout of the escape room, and they are given the option if they would like to play the game that is saved or create a new escape room.

When the player selects to create a new escape room, the player can create a new level with options of uploading a map and items, or choosing from the standard library. The player can also choose options of maps such as classic escape room puzzles, movie promotions with escape room VR (specifically adventure/horror movies), educational geography mapquests, etc. The player can also play levels created by other players and uploaded into your system. When the player selects to play a level that is already saved, other players information is displayed to the player by the system, and the player can decide whether to play with random players or they can play with their friends or family members (player can select no more than 4 players).

The game is then launched and the puzzle is generated by the system, explaining the rules and conditions of the level, as well as the goal of the puzzle (If the user was playing in a classic escape room puzzle, the goal is they have to locate all the items by the clues given in the map). The player can collaborate with other players, or on their own, try figuring out ways and finding clues on how to escape the room.

When the user wants to exit the game, the player can select the save option so it saves the puzzle in the system, and it can be played at a later time. They can then exit the game, and the program will turn off once the playstation is powered off.