



Marooned for Gold

GROUP MEMBERS

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BACKGROUND

Marooned for Gold is a short VR adventure where you, the ever-determined pirate captain, have washed ashore on a bizarre, long-forgotten archipelago. While your crew scrambles to survive — pitching tents, collecting coconuts, and probably arguing over whose fault this wreck was — you have **your priorities straight: treasure.**

The islands themselves seem to mock your quest, cluttered with the wreckage of less fortunate sailors, ancient ruins, strange bones, and rotten barrels. But you're no ordinary castaway — the air crackles with magic, and with a glint in your eye (and a suspiciously intact pirate hat), you press on.

Throw exploding **magical stones**. Light mystical **bonfires** that reveal hidden signs. Piece together **makeshift tools** from scraps and crates. Find that one rusty ladder lying around and use it to **snatch a key** perched high atop a crumbling ruin. And when the time comes — dig. Because in Marooned for Gold, you aren't here to survive... **you're here to get rich.**

PLAYER TASKS

After crashing onto a strange archipelago, you find your path blocked by an imposing wall of jagged stone. But fate has other plans — a glowing stone hums at your feet, pulsing with strange energy. Grasping it, you discover its magic: a way to teleport through! The mysteries of this island have only just begun...

01

02

Night falls and you seek refuge among ancient, crumbling ruins. You light a fire to ward off the dark, but as the flames dance, a glowing X appears on a distant island. The legends were true — a treasure awaits the brave!

PLAYER TASKS



PLAYER TASKS

Reunited with your scattered crew, you set up camp under a battered tent. Your trusted second-in-command helps you cobble together a makeshift shovel from crates and scraps. There's no time to lose — somewhere out there, riches and answers lie buried, and survival depends on finding them first!

03

You've got your shovel and know where to dig, but any self-respecting ancient pirate would have locked his treasure! A key must be found. Among shattered barrels, strange bones, and crumbling ruins, a rusty key gleams — just out of reach. Maybe that old ladder will help you claim it and unlock forgotten secrets!

04

PLAYER TASKS



DESIGN CHOICES

- Glow Effect: Ensures that players instantly recognize interactable objects → reduces frustration.
- Teleportation between islands: Prevents motion sickness, keeps gameplay smooth.
- Ground trails & landmarks: Encourage exploration without confusion.
- Inventory bar: Simple, intuitive way to track needed items.
- Combination of throw & grab: Makes the gameplay more dynamic and physically engaging.

TASK & CRITERIA OVERVIEW

LEVEL 1

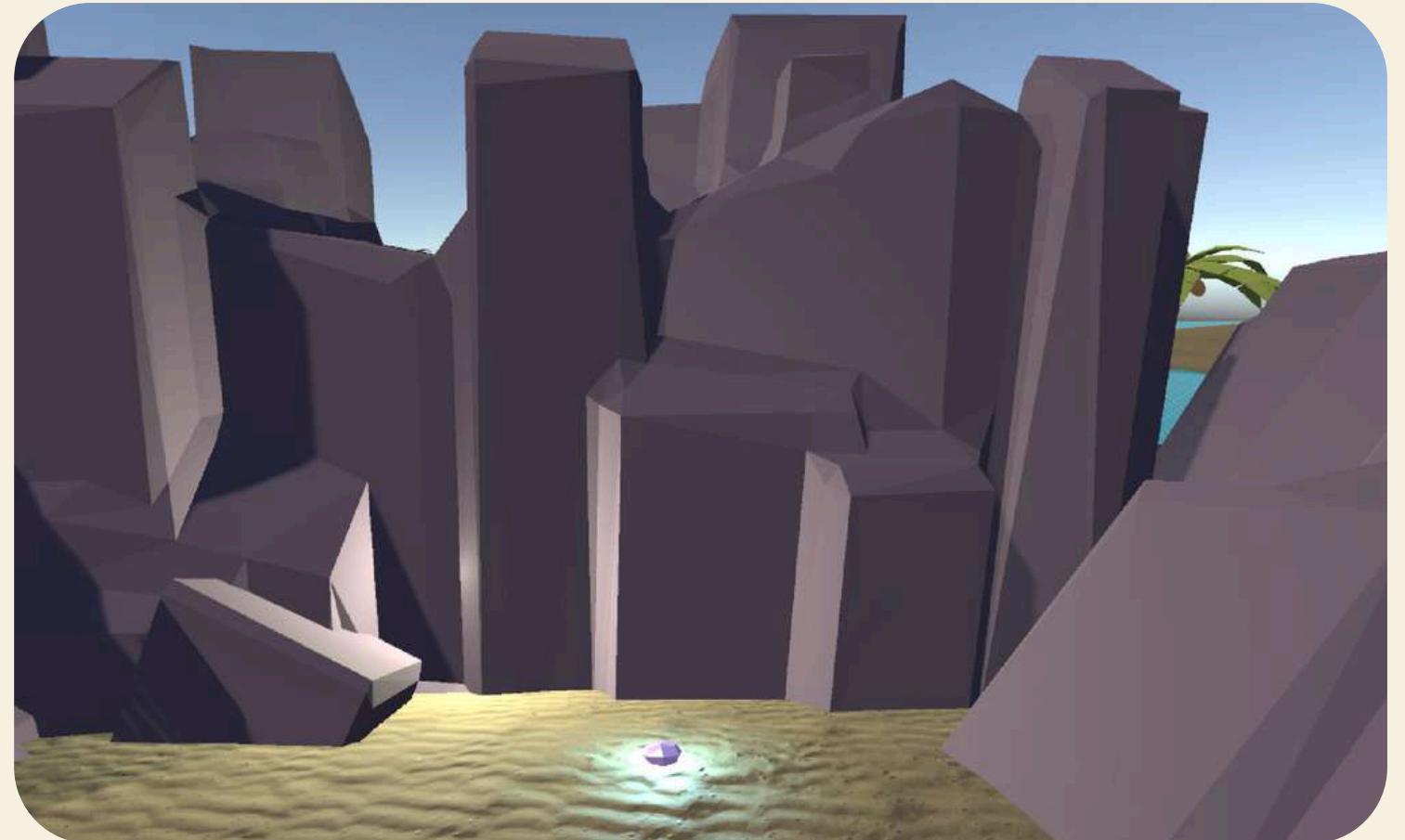
Magic Rocks

Task

- Throw a magic stone to destroy rocks

Criteria

- **Selection & Manipulation:** Grab and throw using 6DoF
- **Wayfinding:** Glowing stone guides user



LEVEL 2

Light the Fire

Task

- Throw 3 firewood pieces into fire bowl to light it

Criteria

- Selection & Manipulation: Object pickup & throw
- Wayfinding: Fire triggers glowing teleport points



LEVEL 3

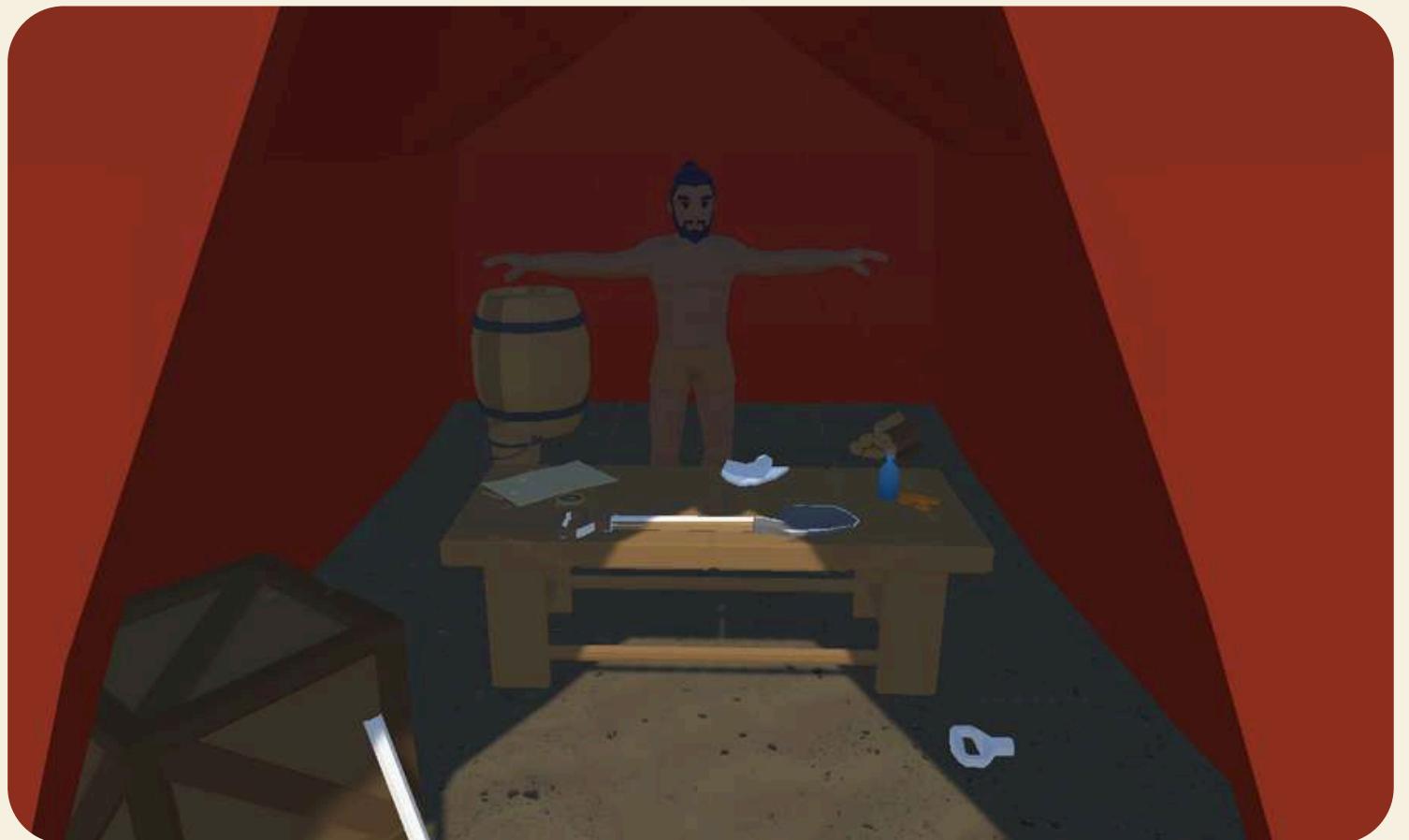
Craft the Shovel

Task

- Find 3 broken shovel pieces and assemble them on the table to craft a shovel

Criteria

- Selection & Manipulation: Precision manipulation task

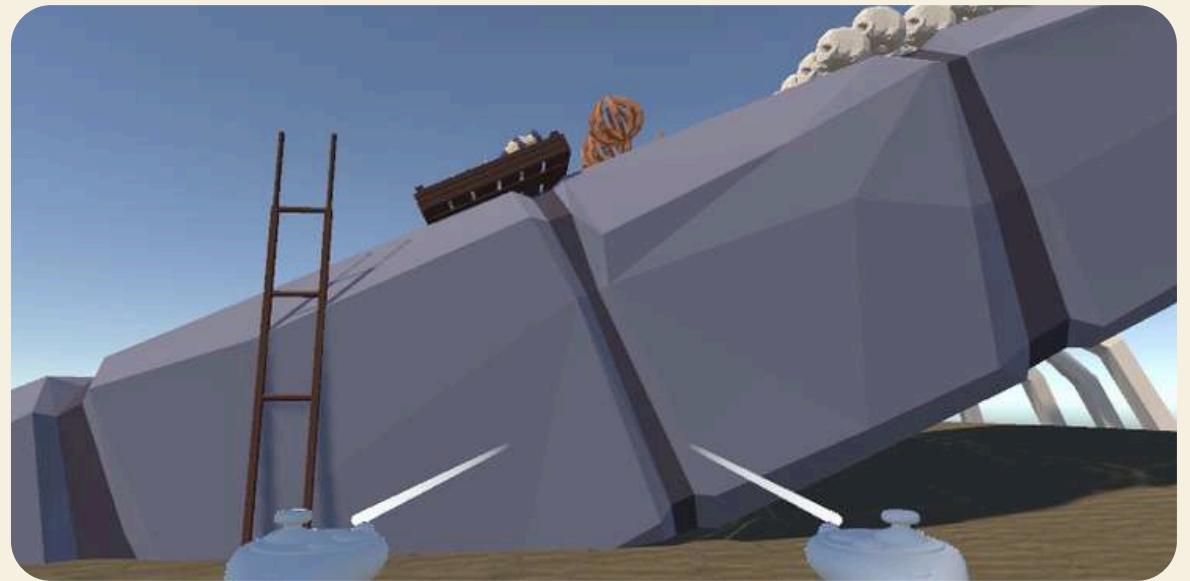


LEVEL 4

Find the Key

Task

- Place ladder, climb, retrieve key



Criteria

- **Environment-based Interaction:**
Physical navigation with spatial presence
- **Wayfinding:** Ladder as path leading to goal



LEVEL 5

Open the Chest & Dig

Task

- Open the chest with the key
- Dig the treasure with the shovel

Criteria

- Task-chaining: Logical sequence of tool usage (key → chest → shovel)





Thank you!