

## **Concept:**

For our final project we decided to make a virtual reality puzzle using an Oculus headset for the Memory Museum escape room. The primary contents of our game is a shadow puzzle where the player is tasked with matching the silhouette of a rabbit with the shadows of various objects in a virtual space. When an object is released in the correct spot, it snaps into place and reveals a hidden message that can be read when all of the blocks match the rabbit's shadow. This code is then used to unlock a door in another part of the escape room.

## **Critique:**

We were fortunate enough to have a lot of people play our shadow puzzle because it is a part of the escape room. Mechanics such as blocks snapping into place when correct and including a reset button in case players made a mistake were a direct result of listening to player feedback. It was also due to player feedback that we simplified the puzzle to make it work better for the escape room. Our original plan was to start with the shadow puzzle and expand it to include other mechanics. The first one we made was a clock that changed the rotation of the light source when the player looked at it. The player would have to align the light source to the silhouette on the wall before placing the blocks. We found that even this was a little too much for the escape room both because of the time restriction of the room and the fact that we need to design in a way that players who will have never used a headset can intuitively complete the game.

## **Results and Changes**

I think in the context of making a puzzle for the escape room we did exactly what we set out to do so we would not change much if we had more time to work on it. I do think that for a final project we could have chosen to do something more complex. For example we definitely overestimated how long it would take to get hand tracking to work and because we needed something specific for the escape room we didn't need a lot of extra content. Knowing what we know now it may have been better to choose a core mechanic that is more difficult to implement than hand tracking to make the project a better fit for this class.