

GAME DEV PROJECT

Project Description

Create a first-person *escape the room* game experience, that integrates audio, visual effects (particles/lighting), interactions and additional objects in the environment. In addition to player interaction, make a few events happen during gameplay, dynamically or scripted. The exact implementation of the experience is up to you!

General Rules

- **We are looking for quality and polish rather than gameplay length.**
- Please use the provided project template but feel free to add any additional assets or edit the main scene in any way.
- Development time is one week, and please keep track of work hours.
- VR project is preferred but not required. Use VRTK for locomotion and interaction handling (<https://assetstore.unity.com/packages/tools/vrtk-virtual-reality-toolkit-vr-toolkit-64131>), please do not use your development time creating locomotion or interaction handling from scratch if this is a VR project.

Technical Rules

- Follow Aldin code rules and comment your code.
- Find audio effects or other audio libraries (www.freesound.org) and/or 3D assets (www.blendswap.com) that are licensed under *Creative Commons Zero*.
- Free to use third-party plugins, but maintain clear separation of what is your work.
- All assets should be placed in the appropriate Aldin folder structure (provided in the project template). Feel free to add new folders. Third-party plugins may remain in the root assets folder.
- Use Unity version 2018.2.13f1

(https://unity3d.com/get-unity/download/archive?_ga=2.247973124.2006155910.1545042493-476508855.1472484294)

For any questions contact gunnar@aldin.io

