1.Massive Maze of Overly Obstructive Obstacles

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3. This VR game will allow the player to experience several facets of the virtual reality experience, and how it differs from a traditional gaming setting. It will also allow us as the creators to truly stretch our creative limits creating puzzles and challenges in a VR landscape. The setting of a maze gives the opportunity for us to create a variety of challenges for our player, keeping them engaged throughout their experience. Similar experiences have been created, including ones implemented with a real life maze that the user physically walks through. In our game however, the user will move their character’s position with the control sticks.

4. The project will be a first person maze game, with a variety of puzzles and challenges that must be solved and completed by the user to allow them to continue. These challenges could include throwing/shooting a projectile at a target, avoiding traps, finding a door key, etc. All of these manual actions will be doable using the motion controllers and the headset. The shape and layout of the floors and walls of the maze will be made up of block objects.

5. Our project will be presented through a demonstration of its gameplay, specifically showing how the user can interact with the game objects as well as how these objects can interact with each other. The goal is to have a challenging, but accessible experience for our players.

6. We would aim to have the experience be a mostly comfortable one, though we expect the user to be relatively animated when solving puzzles and clearing challenges. In regards to the rules of the Oculus Best Practices Guide, we would attempt to follow safety precautions by avoiding bright flashing lights, and any sort of jarring repositioning of the camera to avoid nausea. We will also make our puzzle brief enough to mitigate any eyestrain the user may experience otherwise.

7. Milestones:

1. Draft maze layout and brainstorm puzzles and challenges (Week 8 lab)
2. Complete the maze layout in unity, begin working on implementing puzzles/controls(End of Week 8)
3. Finish implementing puzzles and controls(End of Week 9)
4. Final bug fixes/polishing (Week 10)