General Theme and Focus

The theme of this project will be to do with underwater exploration, in the depths of the unknown. Submarines are known to have narrow corridors with ports/doors throughout, with pressurised gages and airlocks so that water does not pass through into parts of the submarine.

I will use one of these doors for the design. Sea life and underwater ambience will create the atmosphere around the submarine, while inside, the creakiness and sonar will create more contextual understanding for the player.

I want the player to understand that they are not on land, they are in the depths of the ocean, and they should continue exploring the submarine, opening doors, unlocking mysteries as they venture through the narrow corridors.

The submarine door will have a cranky wheel for a handle, that works with cogs. When the player interacts with this the handle will twist, the door will open and then they can step through.

I chose this theme because it was more creative than a communal door or a regular fire exit. This had character, personality and a lot of interesting assets that I could use for research, for example; sound, movement of the door and the overall model.