



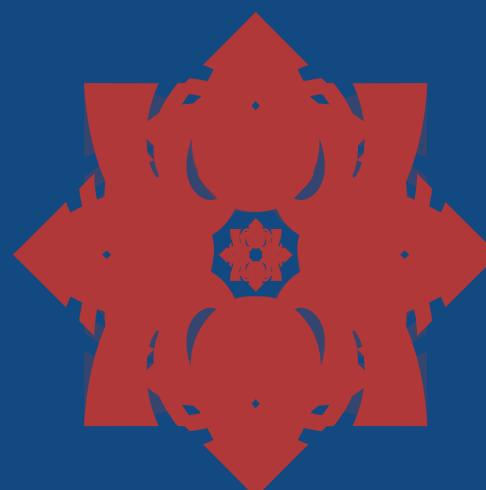
Water Escape

An Interactive Experience

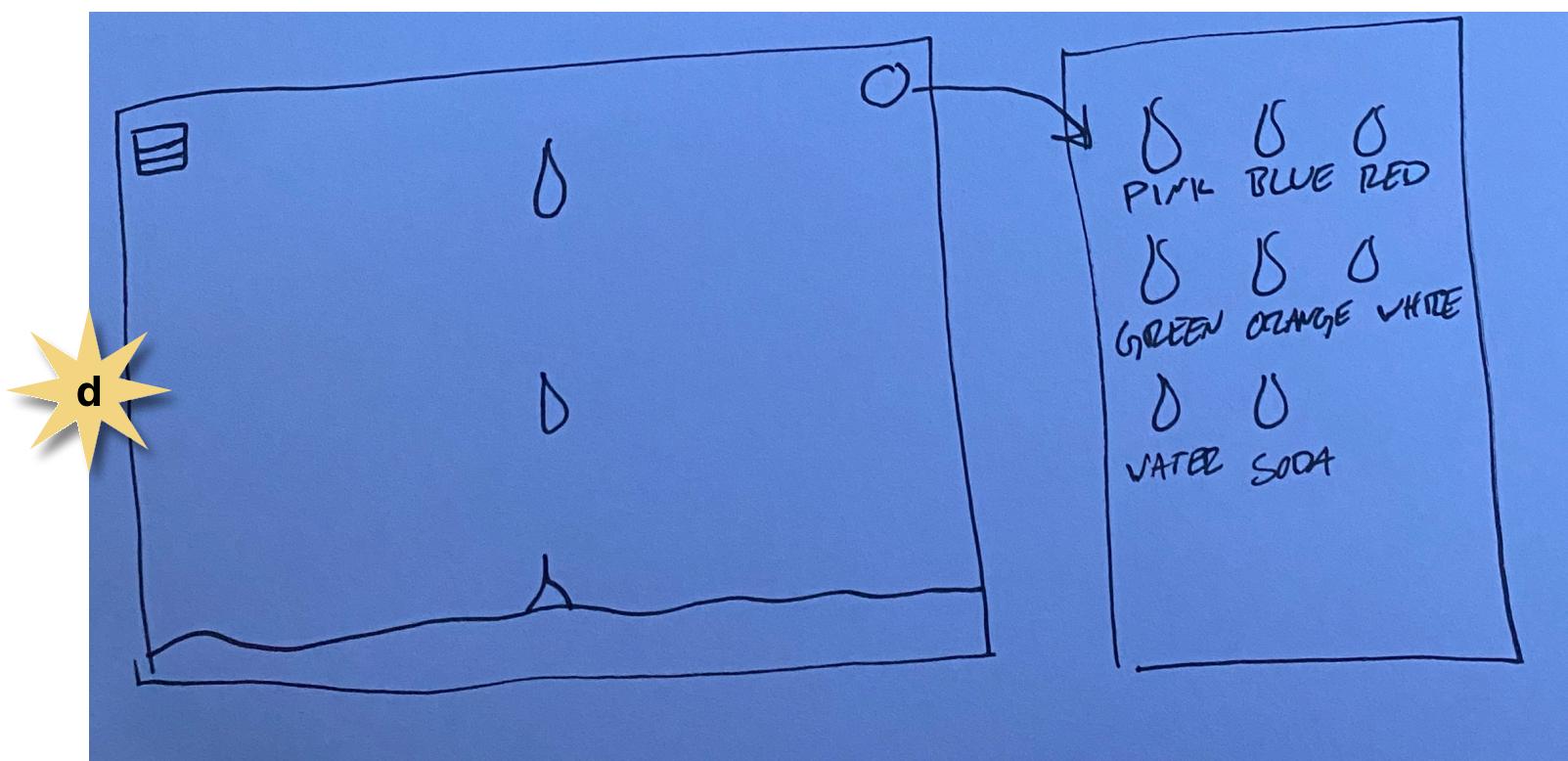
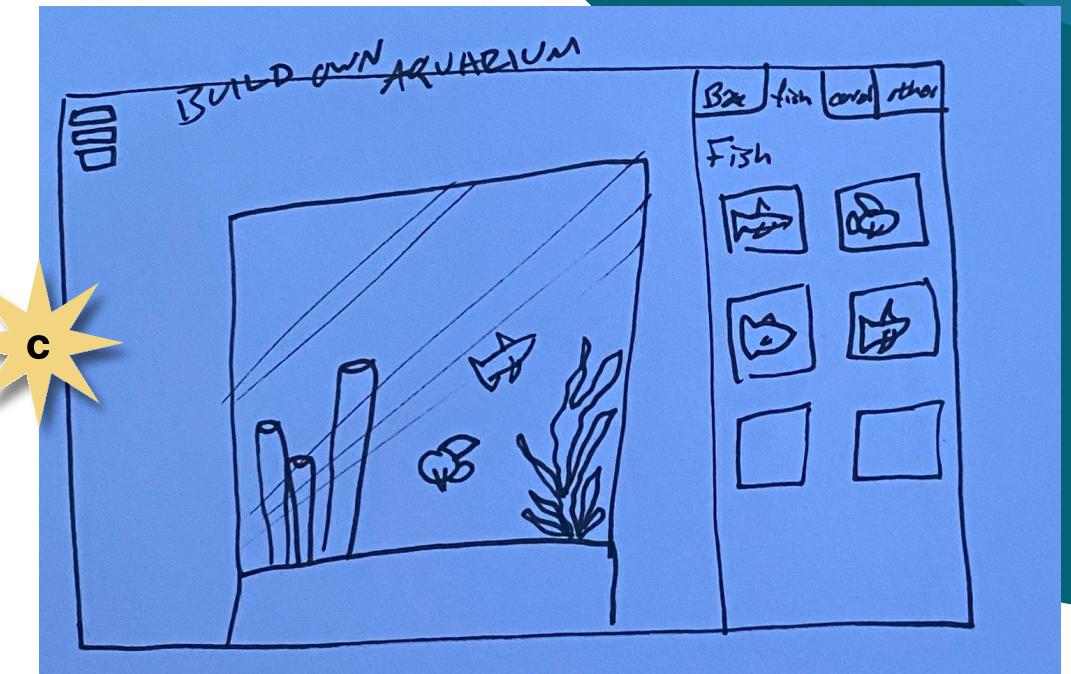
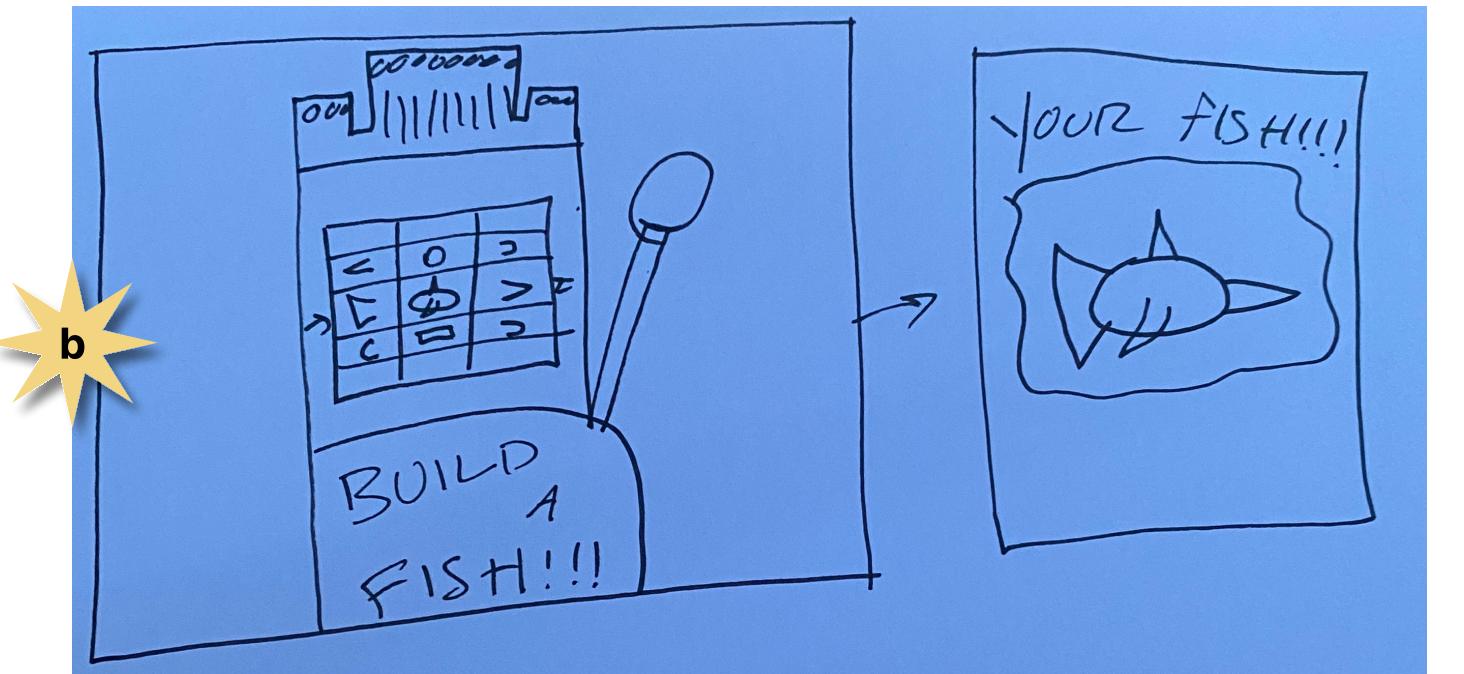
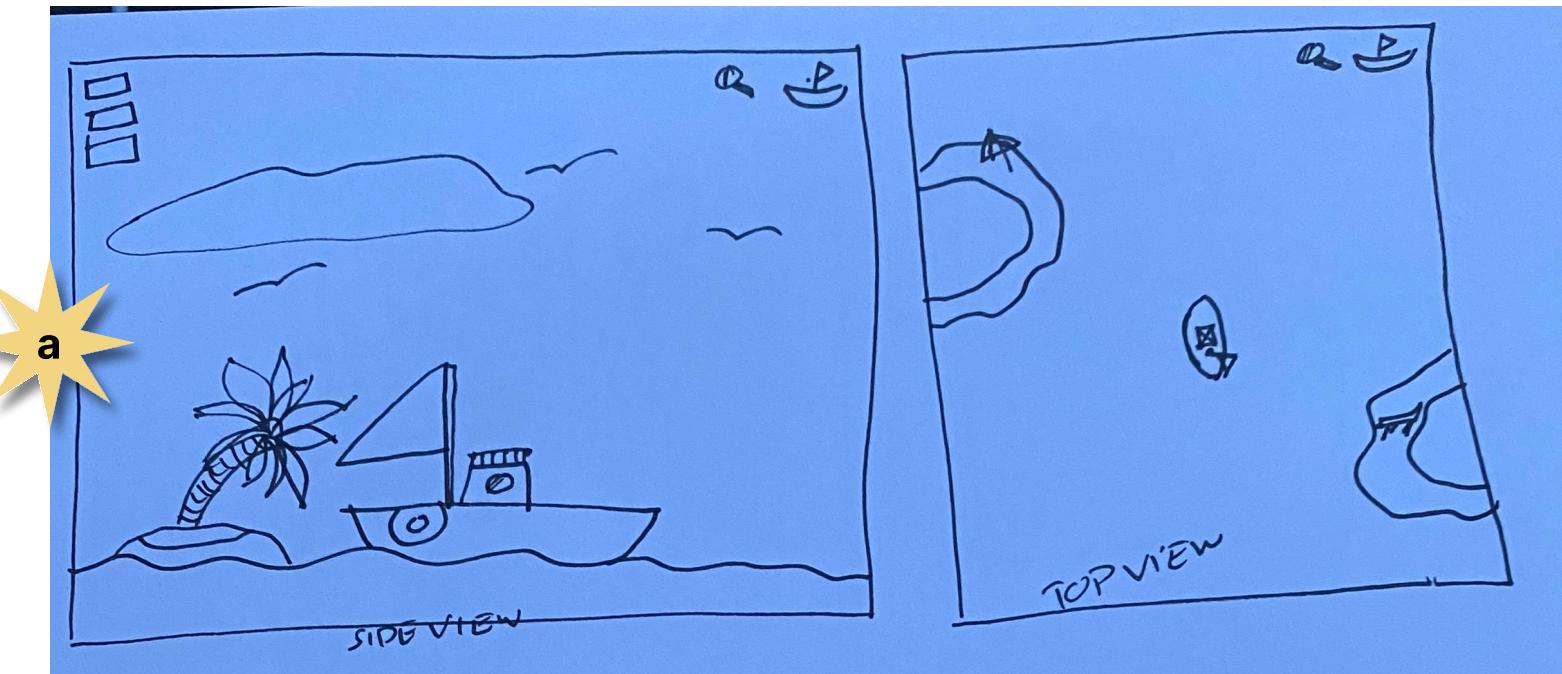
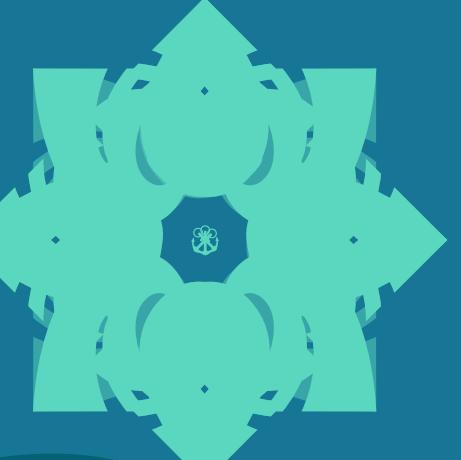
Introduction

We created a blending of real, abstract, and contextual elements to craft a truly innovative digital experience. This condensed yet comprehensive 3-week partner project was meticulously designed to infuse elements of fun and creative liberation into our collaborative efforts. We were urged to inspire each other to transcend surface-level thinking, employing a diverse mix of literal, abstract, and context-inspired components to pave the way for groundbreaking digital experiences.

In this collaborative endeavor, partners were invited to synergize our knowledge and skills, drawing upon a shared pool of creativity. Taking cues from the themes explored in our Amazing project as a solid foundation, and then, delve into the realm of early concepts. While starting with literal ideas, we didn't shy away from allowing your imagination to meander into abstract territories, unearthing fresh and unconventional creative ideas that have the potential to redefine digital experiences. This project served as a canvas for experimentation, encouraging partners to push boundaries and discover novel approaches in both design and functionality.

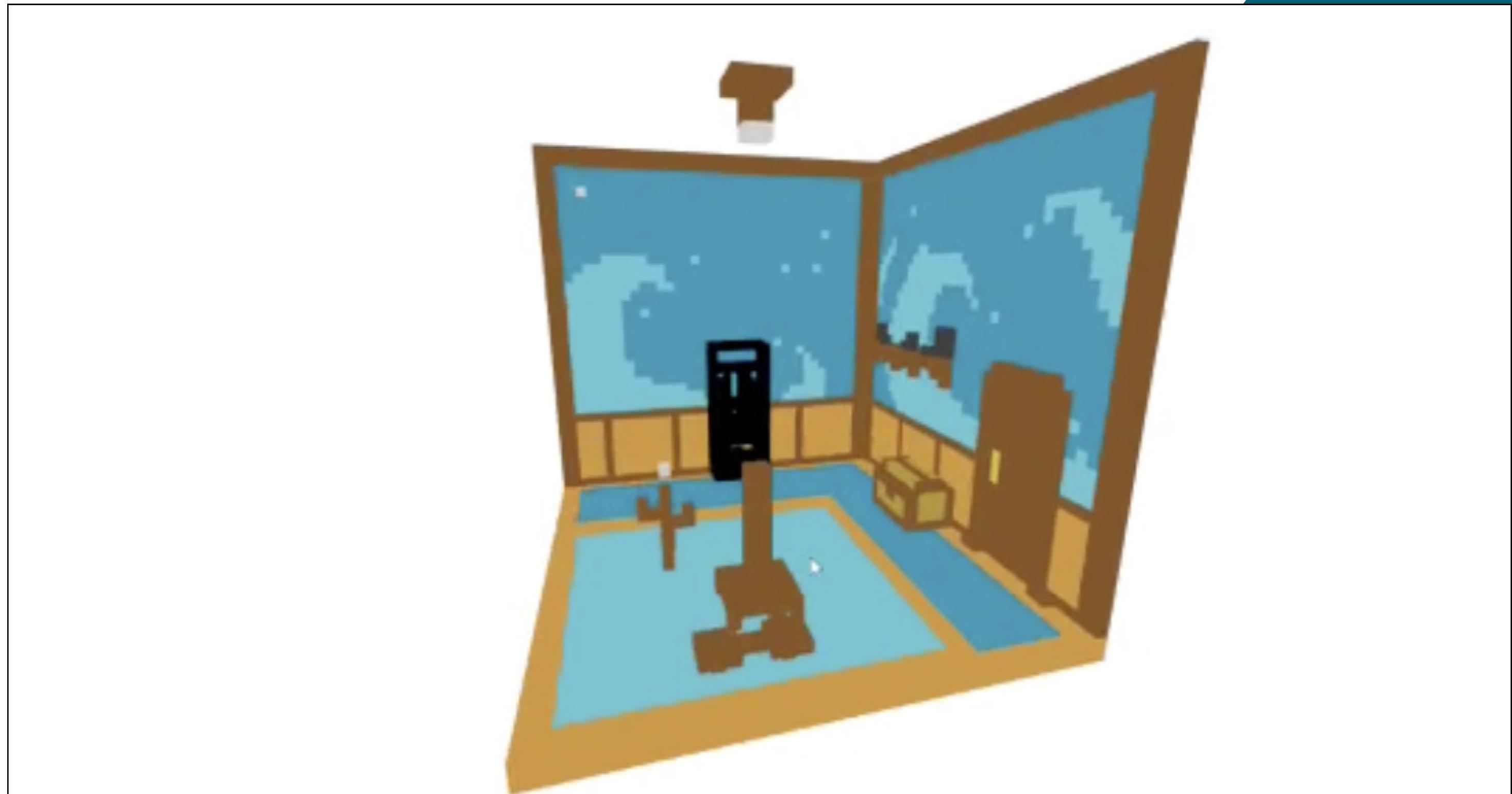


Sketches and Concepts



- a) Water Simulation- creating multiple boats that the user can use in a simulated environment to move around
- b) Slot Machine- a slot machine to create a randomized and customized fish
- c) Build your own Aquarium- creating a fully customizable aquarium with 3d assets
- d) Color Picker- creating a water simulation that allows the user to add different pigments to a body of water to create/blend new colors
- e) AI generated inspiration

Proof of Concept



View of 1 room

Potential tools:

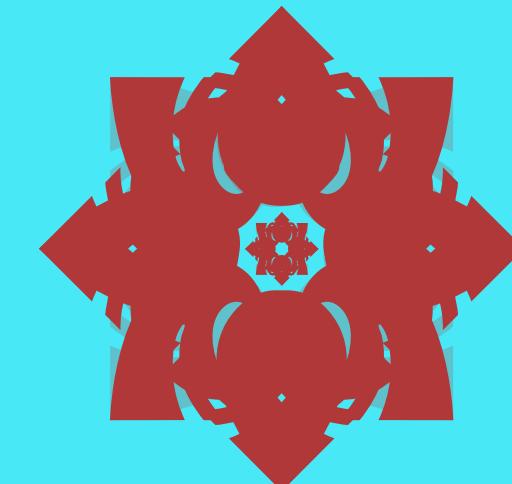
React Three Fiber
(Dev)
Spline (Des)
Blender (Des)
MagicaVoxel (Des)

Build Environment:

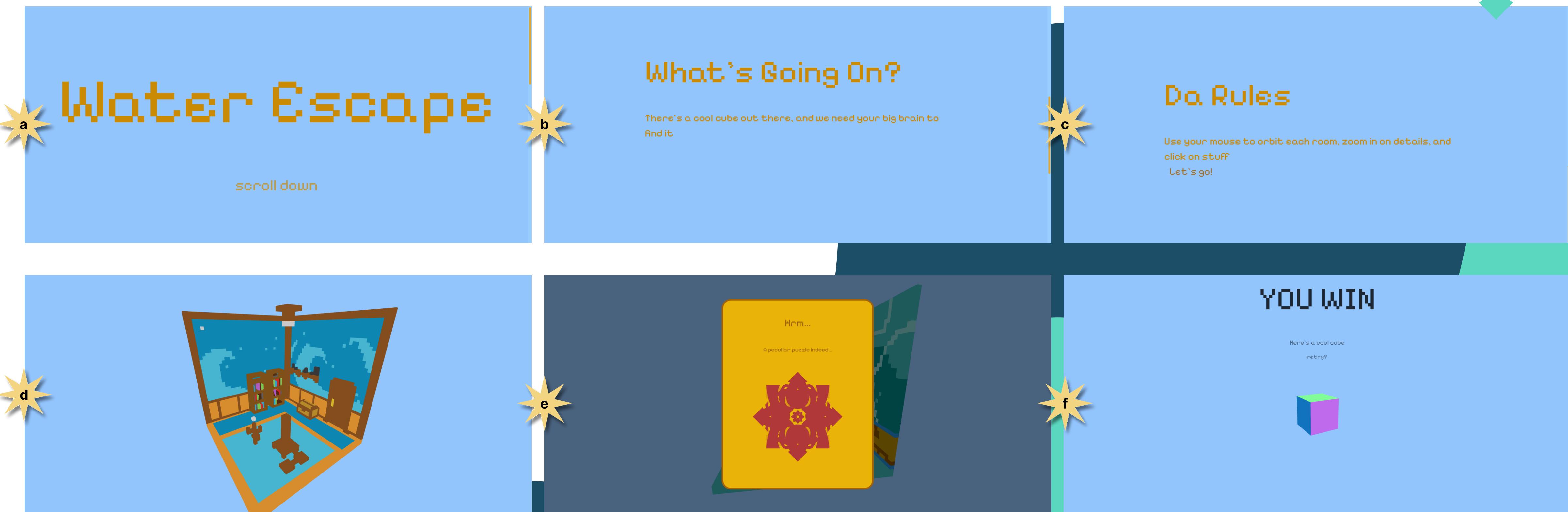
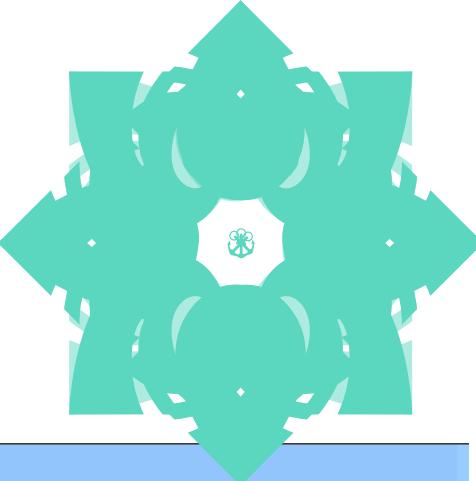
React Three Fiber

Asset Production:

MagicaVoxel
Spline
2d software

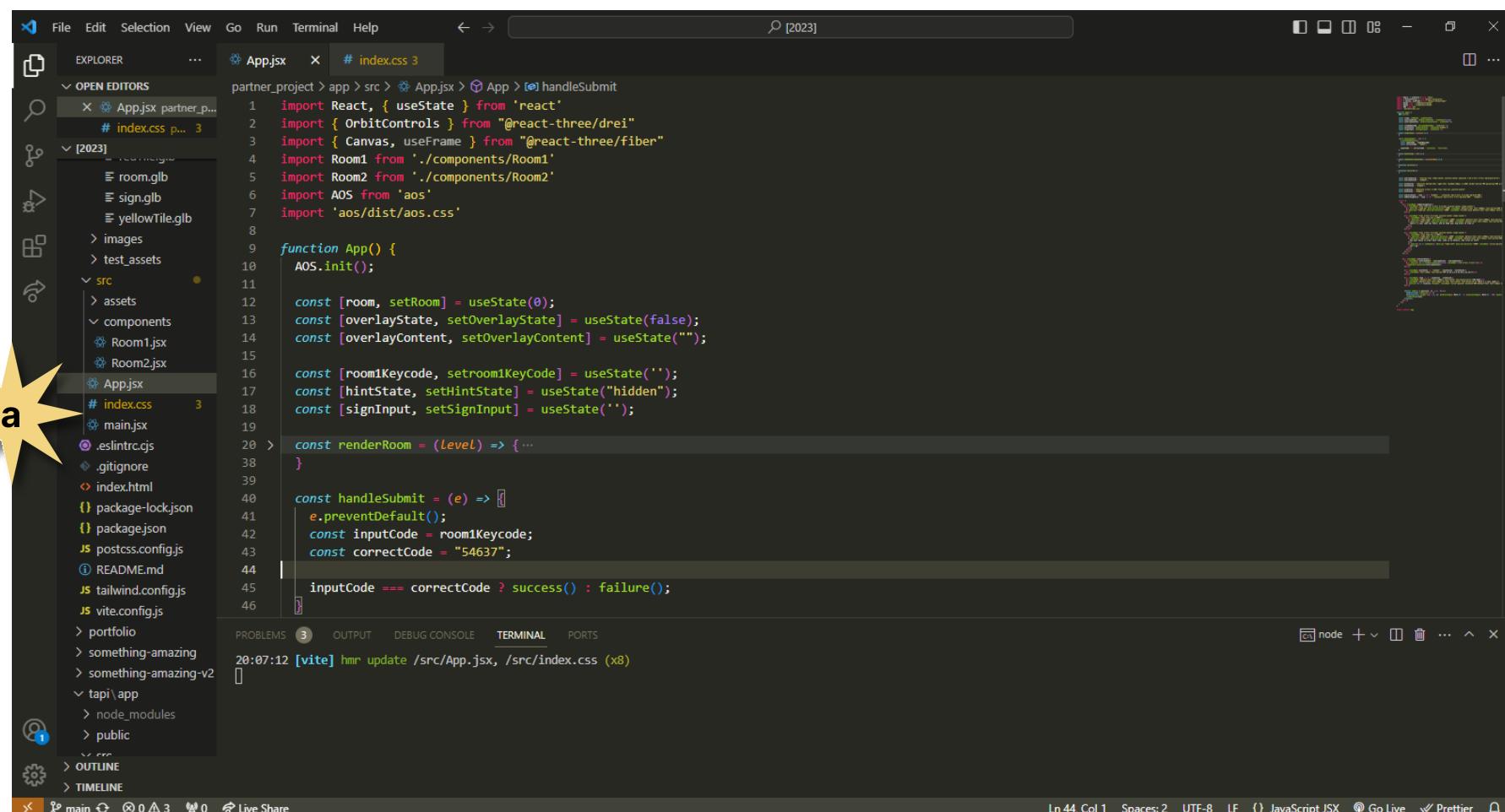


Final Screens



- a) Opening title screen
- b and c) Intro and guide
- d) User view of one room
- e) Example of one of the puzzles
- f) Your prize

Behind the Scenes



a) Screenshot of some of the code
React JS (javascriptLibrary)
React-ThreeFiber (3D rendering library)
TailwindCSS (Modular CSS Library)

```
File Edit Selection View Go Run Terminal Help [2023]
OPEN EDITORS
App.js # index.css 3
partner_project>app>src> App.js > App > (e) handleSubmit
1 import React, { useState } from 'react'
2 import { OrbitControls } from '@react-three/drei'
3 import { Canvas, useFrame } from '@react-three/fiber'
4 import Room1 from './components/Room1'
5 import Room2 from './components/Room2'
6 import AOS from 'aos'
7 import 'aos/dist-aos.css'

function App() {
  AOS.init();

  const [room, setRoom] = useState(0);
  const [overlayState, setOverlayState] = useState(false);
  const [overlayContent, setOverlayContent] = useState("");

  const [room1KeyCode, setRoom1KeyCode] = useState('');
  const [hintState, setHintState] = useState("hidden");
  const [signInput, setSignInput] = useState('');

  const renderRoom = (level) => {
    ...
  }

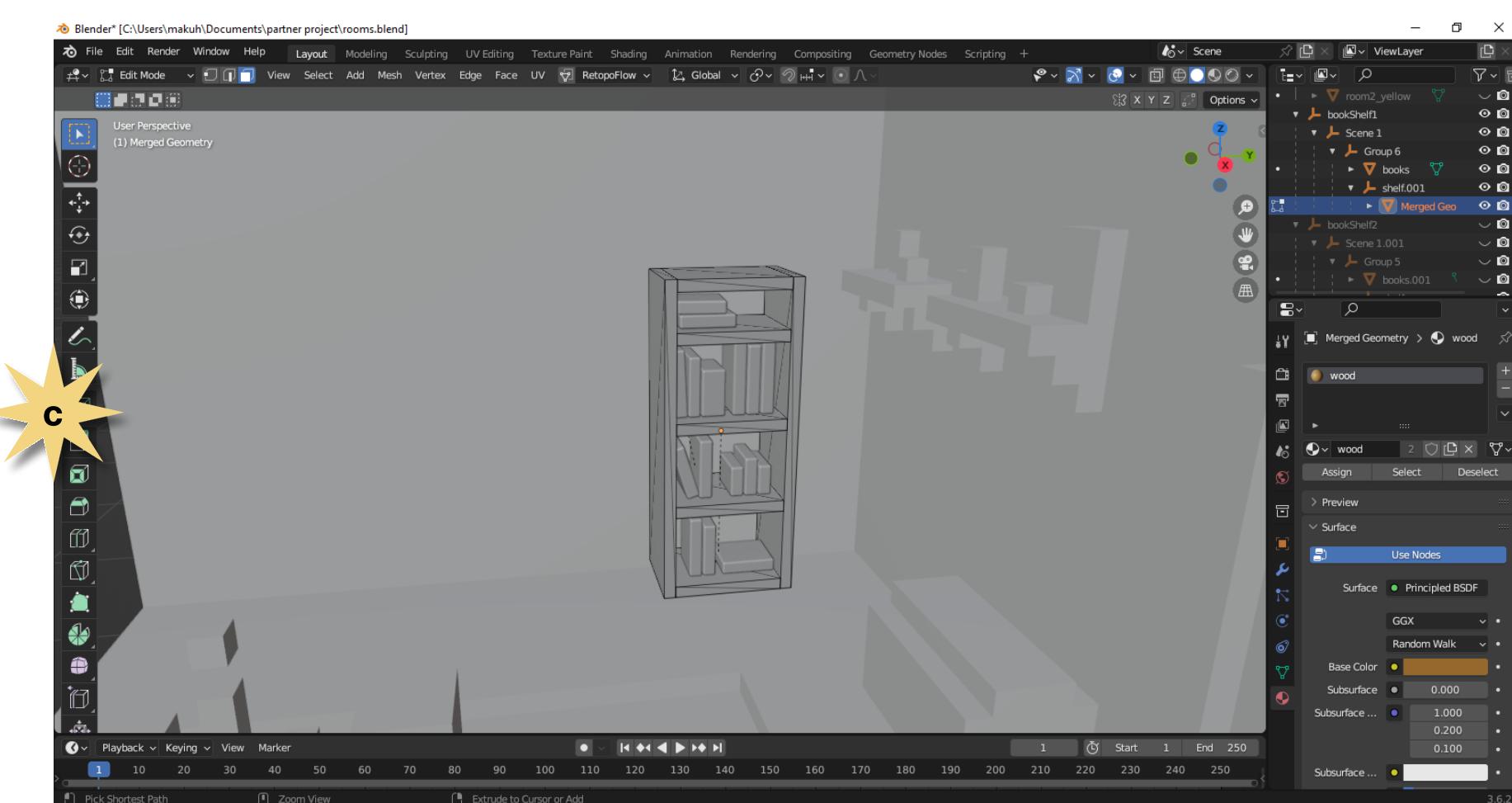
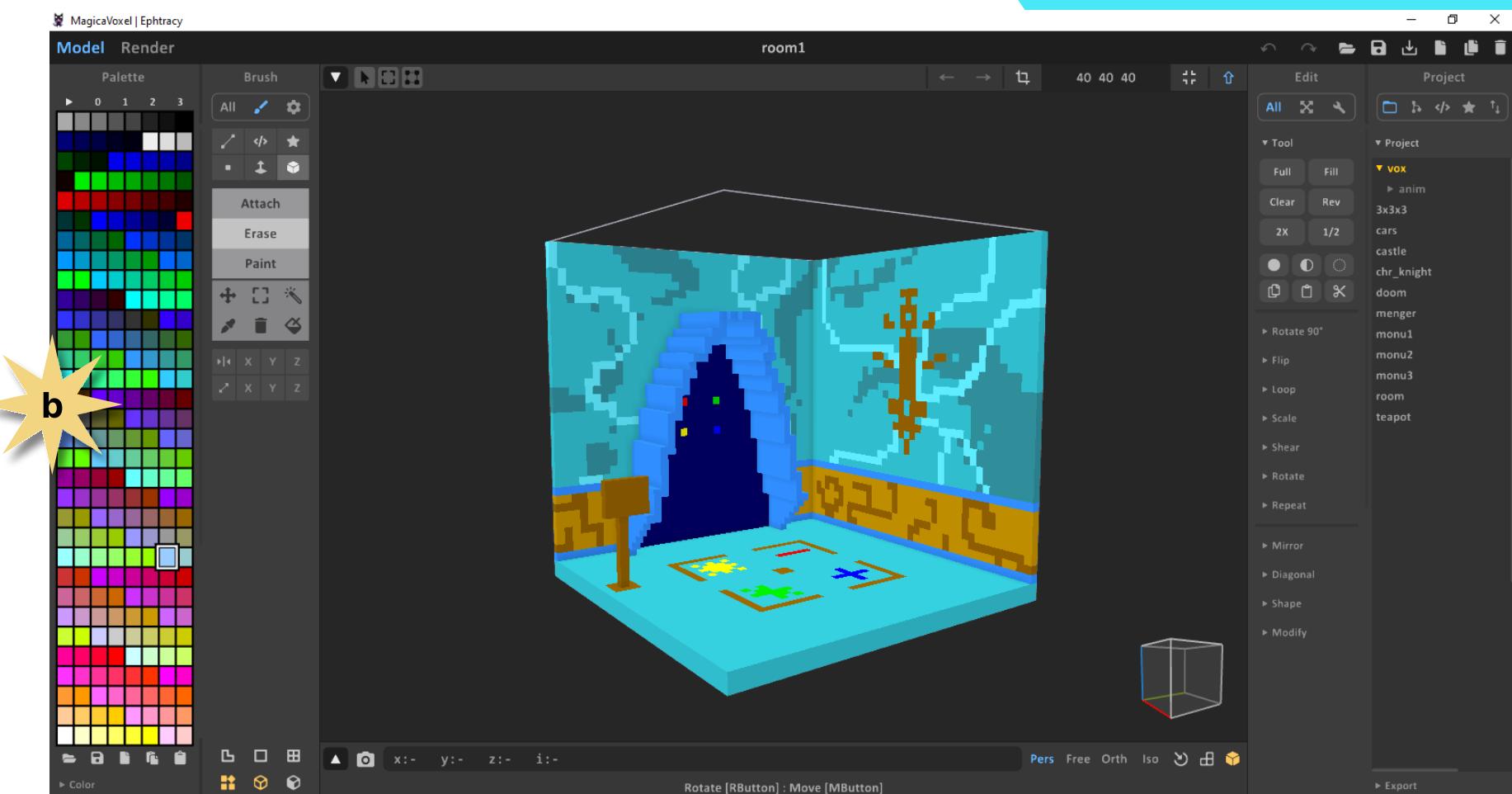
  const handleSubmit = (e) => {
    e.preventDefault();
    const inputCode = room1KeyCode;
    const correctCode = "546377";

    if (inputCode === correctCode) {
      success();
    } else {
      failure();
    }
  }
}

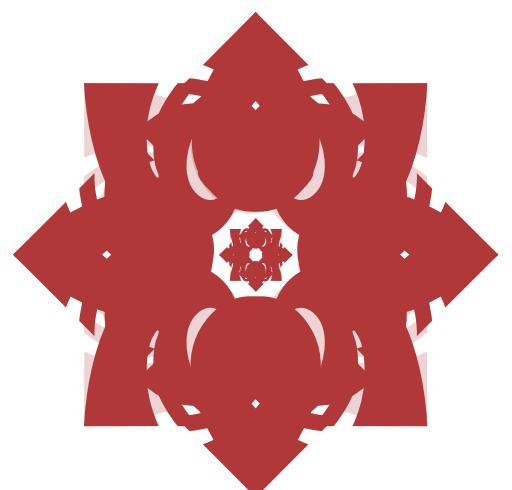
const success = () => {
  alert("Success!");
}

const failure = () => {
  alert("Failure!");
}

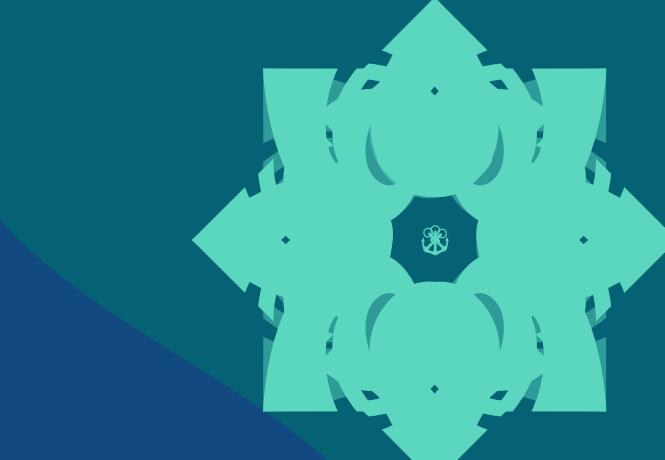
export default App;
```



- a) Screenshot of some of the code
React JS (javascriptLibrary)
React-ThreeFiber (3D rendering library)
TailwindCSS (Modular CSS Library)
- b) The room environment being built in MagicVoxel
- c) The assets being reformatted and scaled in Blender



Reflection



Looking back on our three-week partner project, it's been a wild ride of creativity and discovery. Mixing up real, abstract, and contextual elements was challenging yet enjoyable as we fought with such a short timeframe combined with personal troubles. (Getting sick, traveling home, and other finals.)

One major takeaway is how our partnership was like a powerhouse of ideas. This semester has been our first touch into doing projects with partners so it's been exciting to do one with a fellow classmate. This really allowed for work to get done more efficient and for more creative and interesting ideas to spring up. We brought our own skills to the table and mashed them up, creating this awesome combination. Not only did it make our project pop, but it also turned out to be a fantastic exercise in communication and teamwork.

Starting off with themes from our Amazing project was a smart move as it gave us a solid start. We wanted something that was more interesting and fun to explore from a users perspective: and Underwater themes escape room in a digital form. We did this mashup from Adelia's Amazing project: Water, Marc's Creative Collision project's used program. Letting our imaginations run wild opened up a whole new dimension of creative possibilities. We learned that embracing the idea of having a partner to work towards a goal—it fuels innovation and helps crack design challenges in cool ways.

Now, some things we'd tweak if we had to do it again would be spending more time on making the assets to add more detail to them and to add more intricate puzzles. We also wanted to make 3 rooms but time was not on our side.

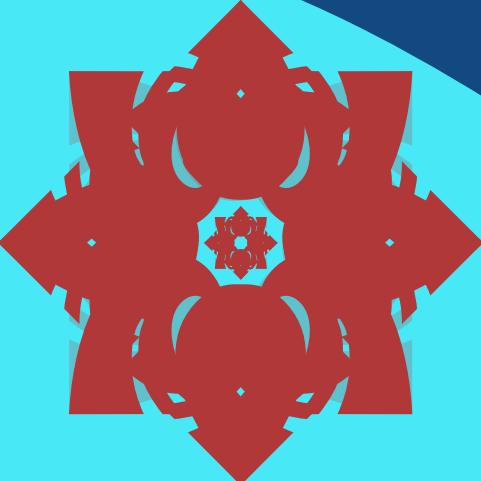
This project was like a crash course in creative thinking, teamwork, and embracing the unexpected in design. We had fun working on this project at the end of our senior fall semester.

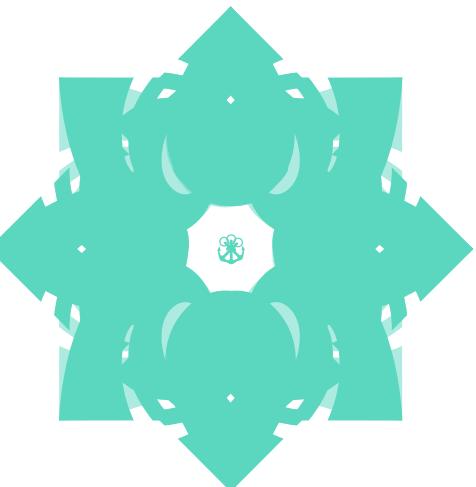
THANK YOU!



(ps. try and find the cool cube)
(bet ya can't)

Live project





References

AI - Adobe Firefly

Google Images

Amazing Projects

Creative Collision