**Advanced Game Development: Week4 Assignments**

The Perforce is up and running for the class, please submit all assignments under the week##, create a folder with your name and push project.

ctin\_485

>Week##

>[Student\_Name]

>[Assignment]

**Assignment Week 4 – Tell a Story in VR**

Games like Shenmue, Gone Home and Bioshock uses the environment to tell a story. Using objects and interactions to give the player clues of a narrative that is carried out in the players surroundings.

For this weeks assignment use the environments you built in Week1 and adapt it to work in VR. In addition use objects in the environment to tell a story. Using props and interactions to hint at a narrative that has taken place in the rooms you have built.

There must be a start and an ending to this interactive story. By using props and interactive set dressing, guide the player on an experience to a conclusive ending; at the same time bringing closure to the narrative you are trying to convey.

* Create a minimum of 5 objects the player can interact with. Something the player can pickup look at and examine in detail. Also when the object is interactable it must be indicated to the player via a visual or audio cue.
* The elements must follow a sequence. Such as item 1 will give clues and trigger an unlock interactions of item 2 and so on.
* Create a Start button and a ending and loop back to the start upon completion.
* The project must work with the Oculus Rift.
* Make the story unique, think in the vain of horror, sci-fi, or murder mystery.