Matthew Mills

Aggp 231

11/9/2020

VR Concept Document

For my VR project I would like to do a maze game like I did for my AR game but instead of the players moving a ball around a birds eye view of a maze the player themselves will be the element that has to escape the maze. Not only escaping but I want to make use of VRs interactable elements and make it so players have to find keys to certain doors to get to certain parts of the maze or solve a puzzle that is paired with a riddle to open up another door. This way I can make the game more fun and interactable then just plain escape the maze. I am personally a fan of VR horror Games and if I have enough time I would like to add an element of horror to this game maybe someone is chasing you or trying to find you throughout the maze to prevent your escape.

Assets:

<https://www.kenney.nl/assets/graveyard-kit>

<https://assetstore.unity.com/packages/2d/textures-materials/sky/allsky-free-10-sky-skybox-set-146014>

<https://assetstore.unity.com/packages/2d/textures-materials/glass/stylized-grass-texture-153153>