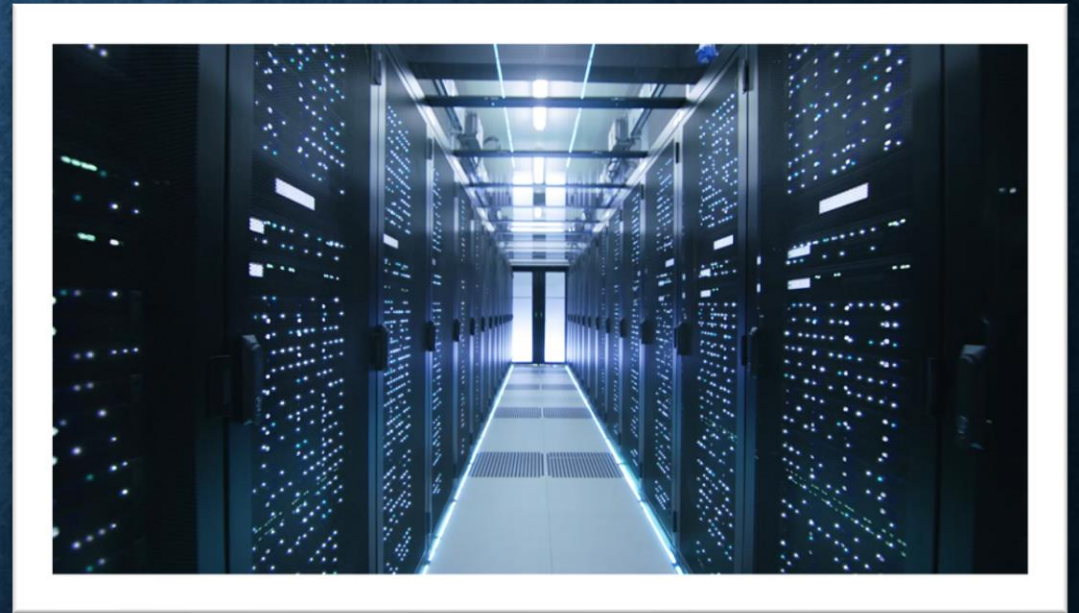# ESCAPE ROOM

- Ankur Yadav

- Nikhil Darwin Bollepalli

- Tarun Punhani

Group 6

GAME COMPONENTS

- Virtual Reality Headset
  - Oculus Quest 2

- Controllers
  - Oculus Touch Controllers
    - Left
    - Right

INTERACTIONS

Grabbing	Collisions	Destroy	Functions	Score Update
• Can grab objects like ball and cubes	• Can use objects that can be grabbed and be thrown at any random object	• Wall **decoration** and boxes are destroyed if succeeded in tasks.	• Finishing tasks rewards player by opening doors and gives them access to different levels	• tracks tasks score and is visible to player

GAMEPLAY COMPONENTS

Animation: Used Unity engine particle system to generate object break animations

Sounds: Used Dont Destroy on load with singleton object to keep the sound when user switches from one scene to another.

ASSETS USED

- Sci-Fi Styled modular Package
- Office Room Furniture
- Bowling Kagel and Ball
- Kenny Font Package
- Kenny Sounds

MOVEMENT

Left hand controller:	Orientation
• Joystick helps player navigate in the room	• VR headset tracks the 3d orientation of player in the space

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MOVEMENT

Left hand controller:

- Camera is attached to Player and as the player navigates in the space, the camera renders whichever objects that are in the field of view
- Box collider is used to detect collisions between various object as they interact
- Properties such as bounce, rigid body, kinematics, gravity and friction help simulate the actual physics properties perceived by humans as if they were in real world
- Mesh collider is used to create more close boundary detection for collisions
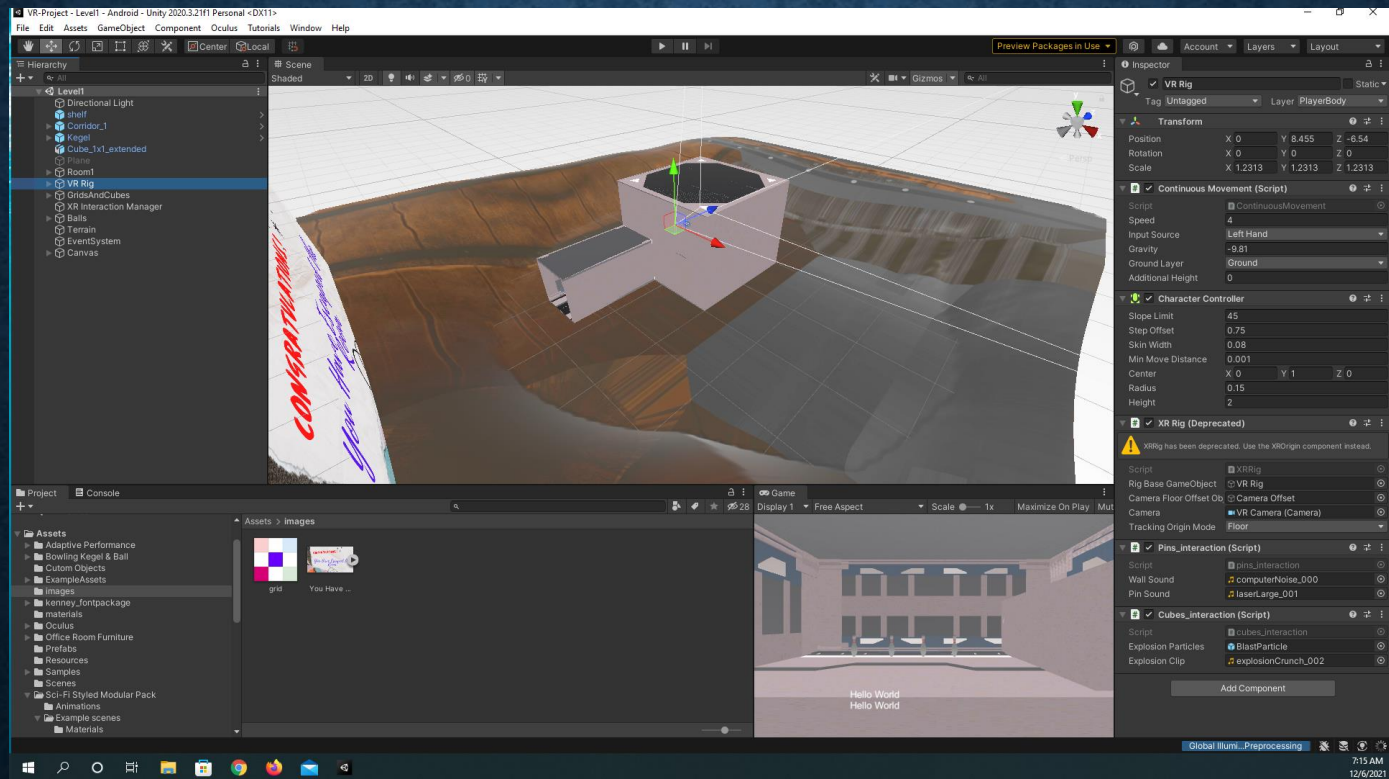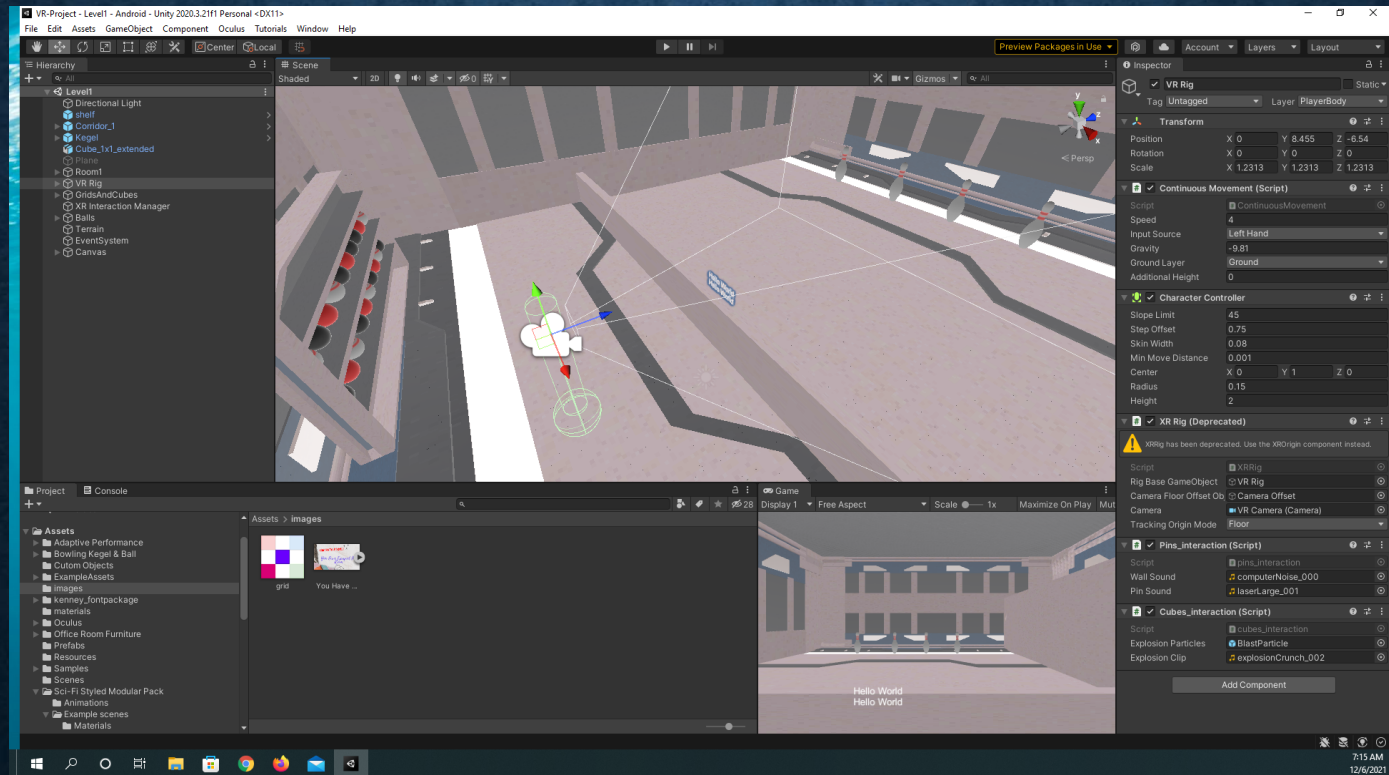
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VR OBJECTS

Directional Lights

The Room

Terrain
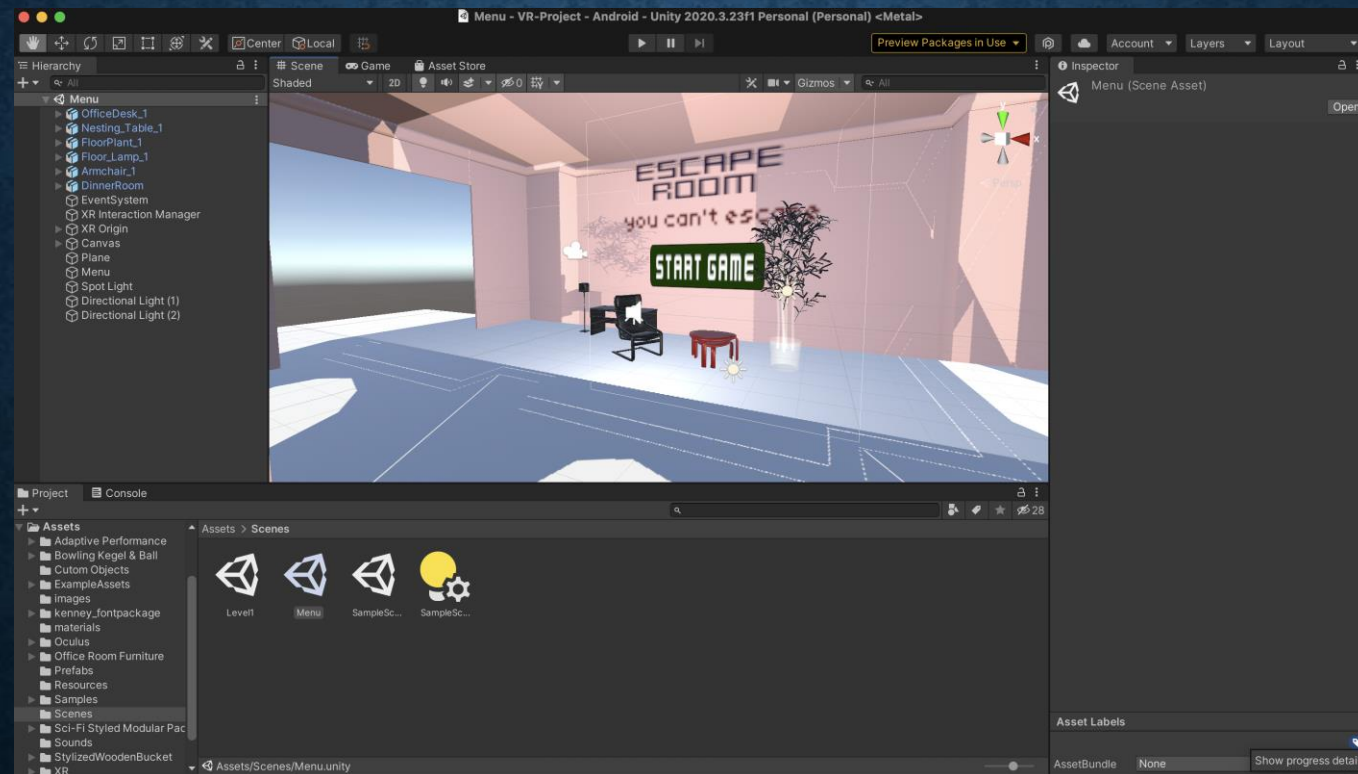
Interactable Objects (Balls, Cubes)

Player (XR Rig)

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DEVELOPMENT SCENES

DEVELOPMENT SCENES

DEVELOPMENT SCENES
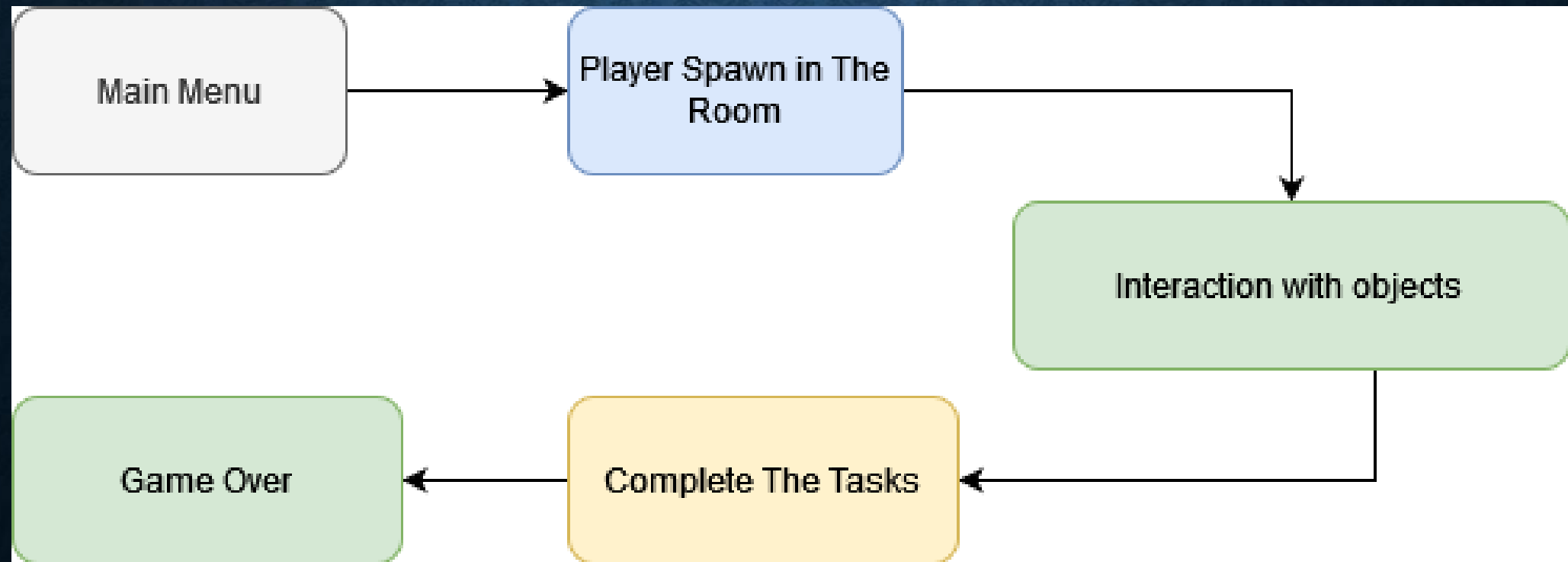
CHALLENGES FACED

Collision Management

Managing Collision Layers

Object Grabbing

Player Movement by holding objects in hand

FLOW OF GAMEPLAY

GAMEPLAY

- Player can click on menu buttons using right controller trigger and beam.

- Objects can be grabbed by either hands using grip button.

- Objects can be thrown by swinging hands in that direction and then leaving the grip button.

- Complete the tasks on the dashboard to escape the room.

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GAMEPLAY DEMO:

https://photos.app.goo.gl/TdEZ2YDZss37TMVX8

QUESTIONS...?

THANK YOU