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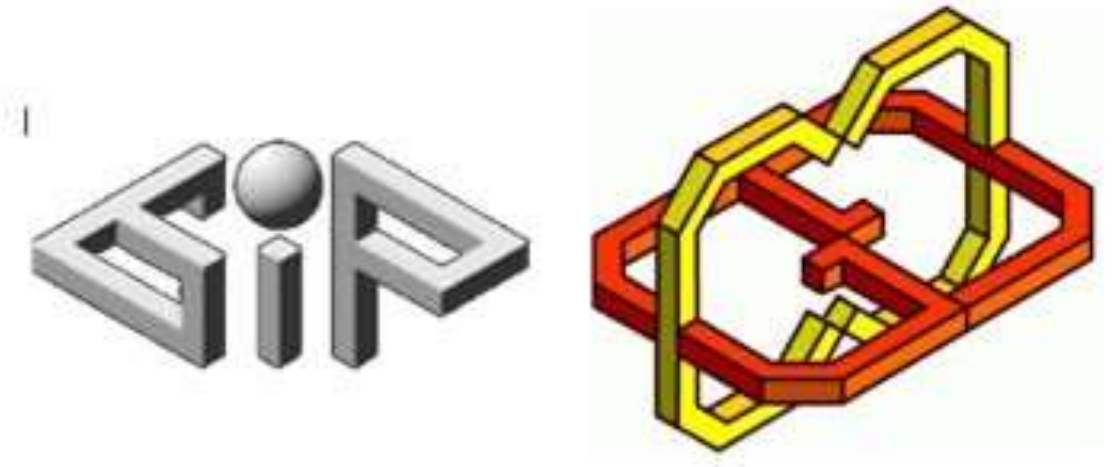
JUNGLE

ESCAPE

Tal Albo
Dan Simah
Lorella Matathia



TEAM
JUNGLE ESCAPE VR



Dan Simah



Lorella Matathia



Tal Albo

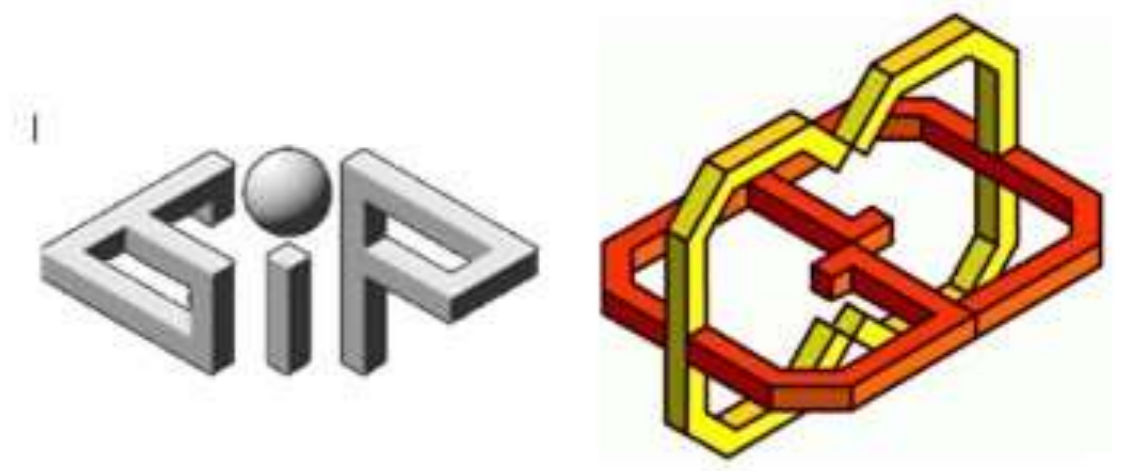
Develop an in-game menu GUI for Virtual Reality

Using Unity and Oculus Rift

Main Challenges:

- Easy to use
- Use a minimal number of buttons
- Intuitive
- Generic – Can easily be adapted to other uses
- Appearance





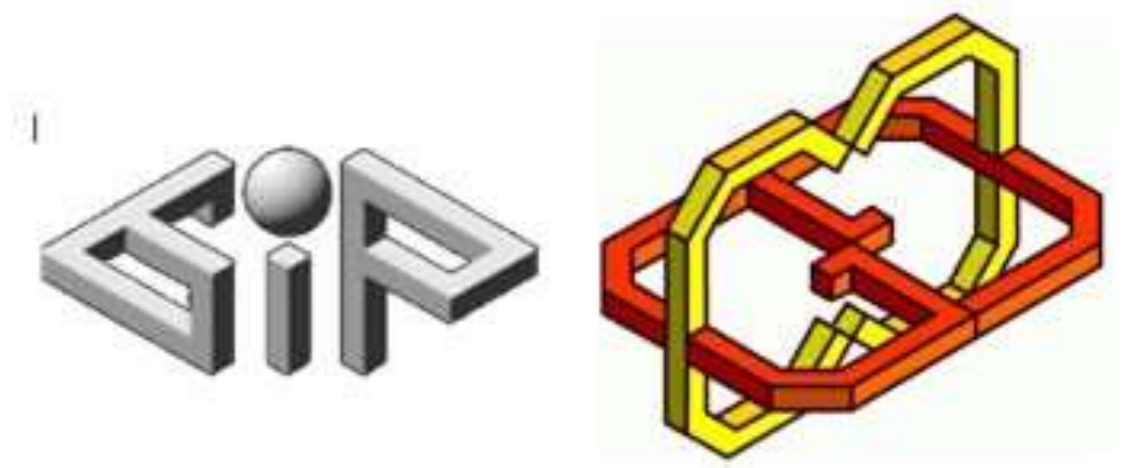
Dynamically Shown Menu

- Using a defined hand gesture
- Interactive (can scroll between menu options)
- Controlling an object in and out of the inventory of the Menu
- No need to stop the game/app

Gameplay

- Full 5 steps Escape Room-styled game
- Interactive objects
- Main quest: Find the treasure
- Second quest: Find all the inventory's objects.



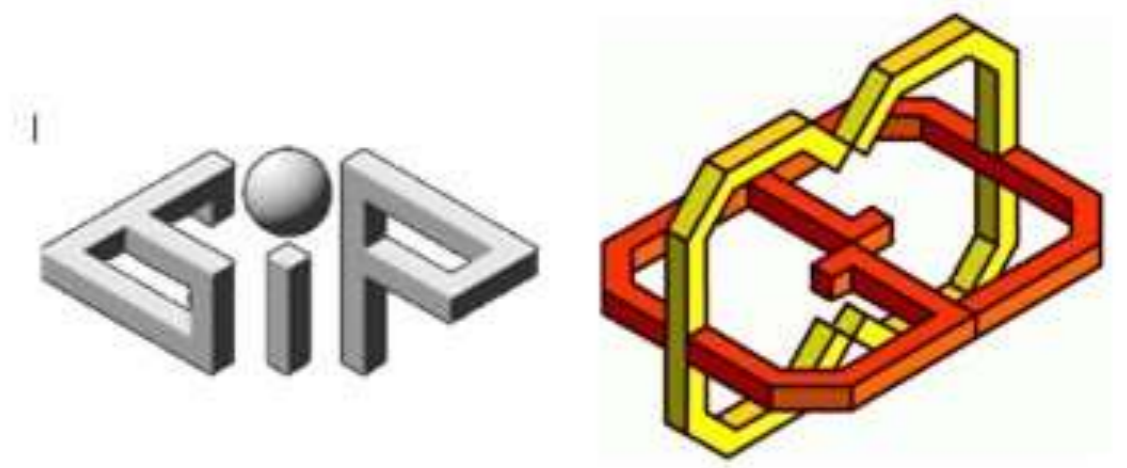


1. Create the Usable Menu Container

- Each part auto-position – script
- Rotate using Rotator
- Each part – CurvedUI

- Opening and closing animations – positions and rotations.

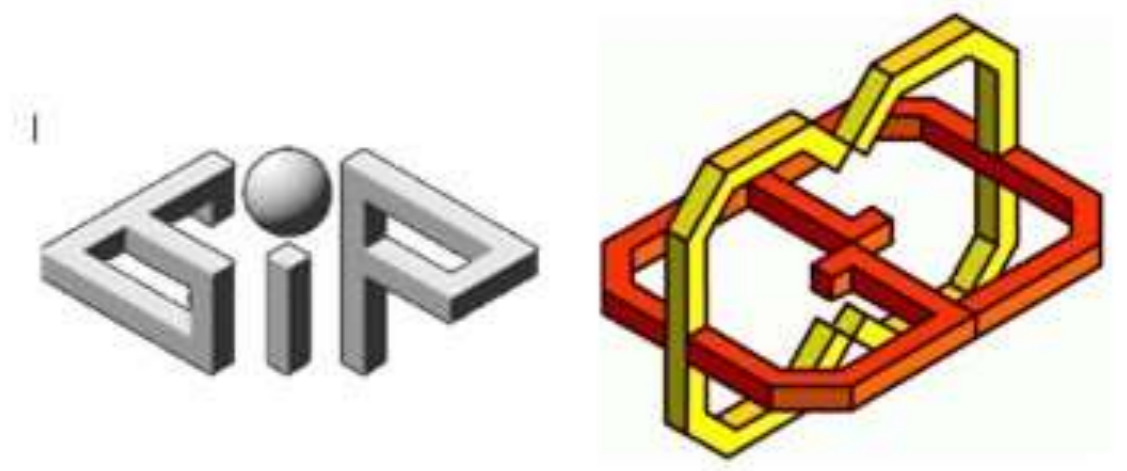




2. Touchpad Walking

- Script – Search for current terrains, and define next position according to the touchpad angle and the terrain's maximal height





Tutorial

- Explaining all the game functionalities

Main Quest –

Find the Hidden Treasure

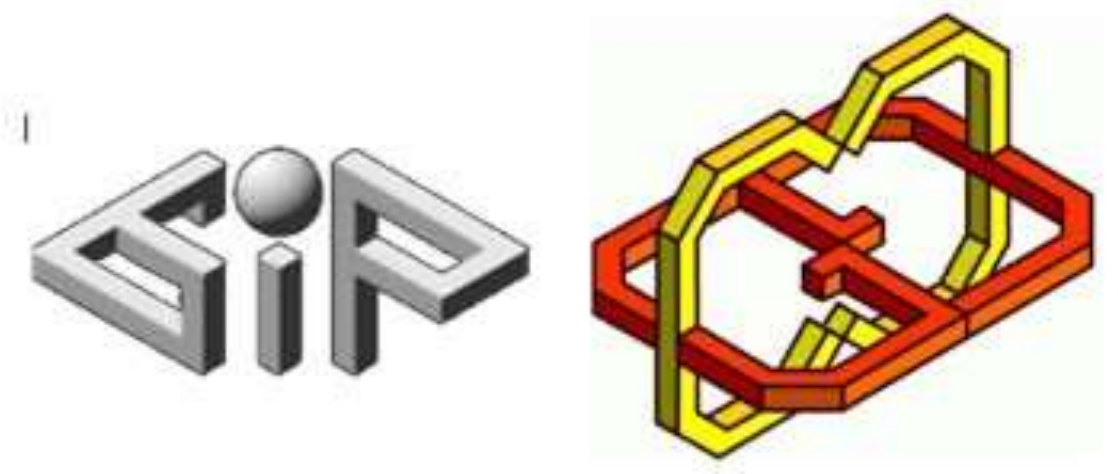
1. Find the torch
2. Light the torch
3. Find the hidden quiz
4. Insert the answer in the tree
5. Find the treasure

Second Quest

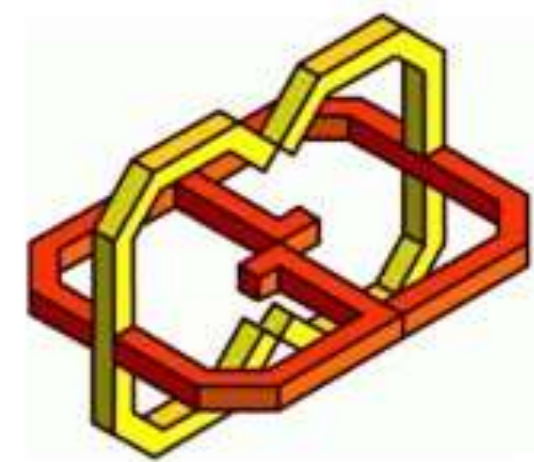
- Fill the inventory with all the hidden objects



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COMMENTS & SUGGESTIONS

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