Jungle Escape

Tal Albo
Dan Simah
Lorella Matathia
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
COMMENTS & SUGGESTIONS

JUNGLE ESCAPE VR