

# **Description & Purpose**

 Player finds self in locked room • Solve puzzles through four different rooms in order to escape • Our purpose for creating this was the lack of escape room style games in VR

### Design

• We use the HTC Vive VR headset along with two hand controllers • World is built in Unity, 3D models

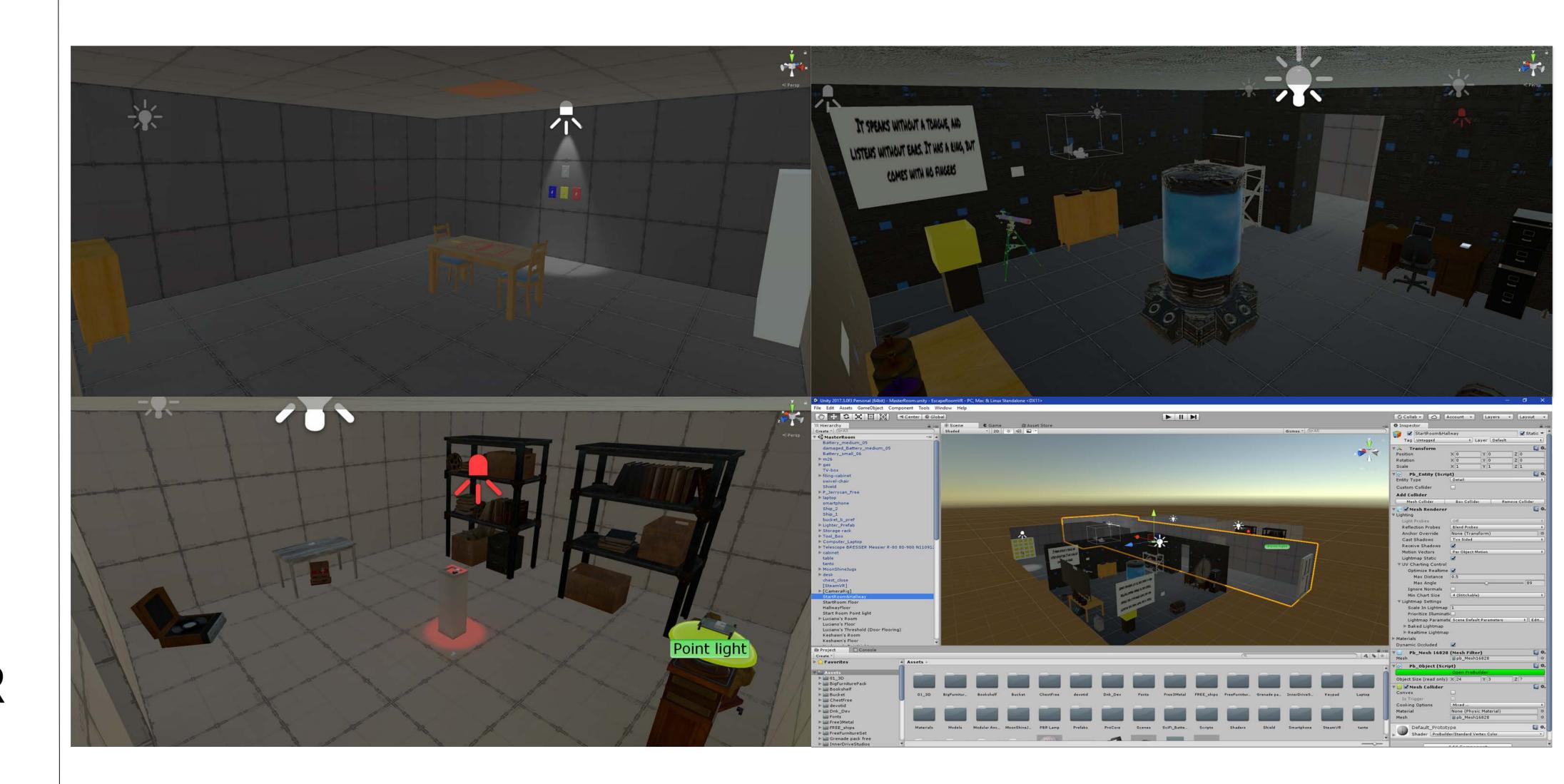
## VR Escape Room: Trapped Inc.

Matthew Bauer, Denae Douglas, Luciano Fasani Ortiz, Brock Sauvage, Keshawn Triplett



through Unity Asset Store • Scripts written in C#







### Features

• Player can interact with objects around the room • Solve challenging puzzles • Get the full Escape Room experience from home

