



VR Escape Room: Trapped Inc.

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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

Features

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

Design



- We use the HTC Vive VR headset along with two hand controllers
- World is built in Unity, 3D models through Unity Asset Store
- Scripts written in C#

