

An empty room with white walls and a dark carpet. The ceiling features track lighting with several rectangular fixtures. A door is visible on the right wall. The room appears to be a team room or a common area.

*Team Roommates*

***How do we craft an immersive narrative experience told via player perspective, while embracing time and spatial constraints into the design?***

# ***VR + Escape Room***

## *Why VR + Escape Room*

- Adding dynamic elements to a popular genre.
- Create transformative spaces.
- Unconventional narratives.
- Shiny new tech.
- Humor!

# *I Expect You to Die*

Schell Games



*Ghostbusters Dimensions* at Madame Tussauds  
by The Void company





# *Prototypes & Iterations*

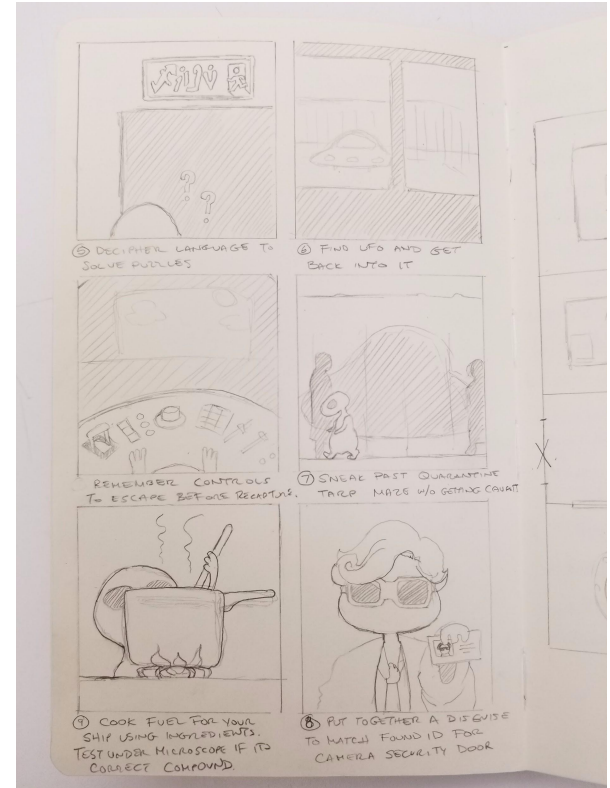
*Home, Sweet Home*



# Combining Ideas

Humorous Area 51-esque escape where the player is a captured alien.

Incorporates space theme and spaceship related elements with found object, spatial, and language puzzles.



# *Testing Mechanics*





*When you wake up in a  
tube...*

*The things you need  
to go back home...*



*Why not pretend to be  
someone else*



*What does that  
even mean??*

The background of the slide is a blurred photograph of a person sitting at a desk. The person is wearing a pink top and is looking towards a computer monitor. The monitor displays a blue screen. The overall scene is out of focus, with a dark border around the image.

*Next Steps*