To Look or Not To Look

VR SYSTEMS

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PROBLEM

Although VR technology has been used in gaming for many years, there aren't many incorporation between game mechanics and VR technology. These barriers are also not new, existing in the gaming industry since only recently companies start to put eyes business into VR technology.

RELATED WORK / MOTIVATION

As mentioned in the Introduction, there is no game utilize the new spatial system with game mechanics. The idea project, “Don’t Look, Don’t Leave Away, The Dark Picture” (Dalahez et al. 2007) has the same theme. The two main goals of VR games and don’t have eye-tracking. “Don’t Look” is a virtual reality escape room. The gameplay is deducted from narrative. “Don’t Look Away” is a multiplayer game where basic the escape room approach: only the last one to leave the room. But it’s still not exactly the same. Thus, I think our game design is very unique.

YOUR APPROACH / SOLUTION

In our game, the player has to traverse through the building, avoid light sources, and all sorts of traps. When reaching one of the light sources, the player has to switch off the light and complete escape rooms under the pressure of movement and time. Once the player's health is consumed by the gas, he has to avoid making eye contact with the player-paint, trying to find exiting points. In order to escape from the gas, the player has to find optimal routes. Once the health points is the same, go to zero, the player has to escape the nightmare.

RESULTS

We accomplished our goal of implementing the game on an Oculus Rift. Also the tester think this game is very scary, and the gameplay is natural, fun, and stressful as a good way. Players get confused of the interactions and movements sensed and intruder. They also think our SFX and VFX help to understand what happened and add tons of horror elements. By only lighting where the eyes look at, I eliminate the potential VR sickness sensations brought by the peripheral vision. This is a huge advantage. However, the player gets confused on the types of keys due to their pad of characteristics. Although each key looks different visually, players don’t know which key corresponds to which task.

REFERENCES