Mitchell Massie

DES 400 Creative Coding
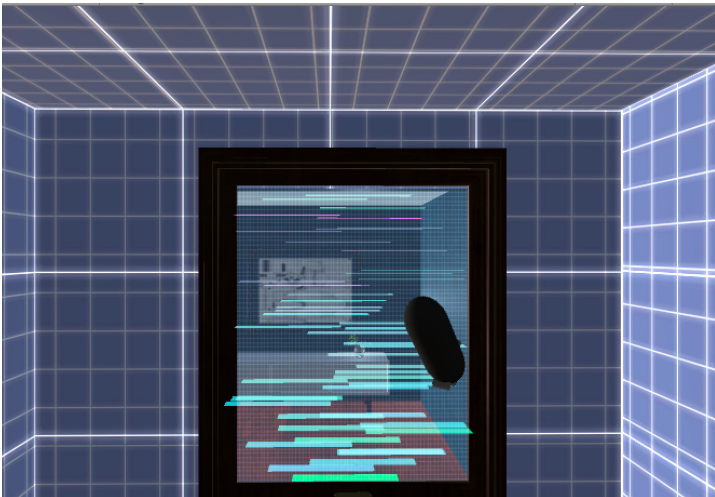
Spring 2017

Virtually Lost

Portal to the VR game

Bedroom

The aim of this project was to play on the cognitive bridge between the 2nd and 3rd dimension. The game I designed has a meta-physical theme. As the user you are playing as a 2D character that is beta testing a 3D virtual reality game. After teleporting into the 3D world you find out the main flaw in the beta is that you have to beat the game in order to get out. To get back home our main character has to solve puzzles and scavenge for clues to find keys that will unlock the many locked rooms in the house. You are given the first key on your arrival to the game world, and after opening the first room you explore and find your first clue. Hidden in the room is your second key. Each room has a key that opens the next, and after finding all the keys and opening all the rooms a portal back to your 2D world opens up in the final room, and you are given the ultimatum of returning or living in this new dimension you've experienced. Could you go back after seeing the 4th dimension? The environment I designed was intended to look like a modern home with a very much so eclectic style of decoration; a direct reflection of my own style of design. I wanted to create a place I could in theory exist for the rest of my life.

Program running in the CAVE 2