Haunted House Murder Case

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The Haunted House Murder Case is a virtual reality environment that educates the player about the unsolved murder case of the Black Dahlia, also as known as the murder of Elizabeth Short. Elizabeth Short is a 21-year old woman whose mutilated body was found on January 15, 1947. Our aim is to educate the audience on one of the unsolved murder mysteries in history as well as spread awareness on why unsolved mysteries remain unsolved through the corruption of the Los Angeles Police Force during the 1900s. To this day, this case remains to be one of the top unsolved mysteries in the United States, as well as many other cases across the globe. The setting takes place in a 3D environment, situated in an abandoned house surrounded by swaying trees and howling winds. Using the controller provided in the CAVE2, the player can navigate throughout the house and interact with objects by walking up to them in order to learn about Elizabeth Short and the suspects of her murder. After the player finishes

viewing the evidence around the house, they have a choice to pick who they think is the suspect that committed the murder, which puts the player's suspicion to the test. The player must then decide who is the murderer by using the evidence scattered around the house. In the end, the player will learn that the case remains unsolved.

Ali Khan, Yawen Lin, and Osiel Meza are the members who developed this project. They used Unity and #C script to bring this project to life. Yawen provided the history and life of Elizabeth Short, and coded the interactive elements into the project. She also built the setting of the project as well as textured the 3D models in the 3D environment. Ali researched the two suspects, Mark Hansen and George Hodel. He also researched on George Hodel's son, Steve Hodel, who made claims that his father was the murderer of Elizabeth Short. In addition, Ali helped textured the objects in the environment. Osiel Meza provided the sound for this project which helped create more of a realistic environment, as well as assisted incorporating texture for the 3D models in the environment.