ATTACK

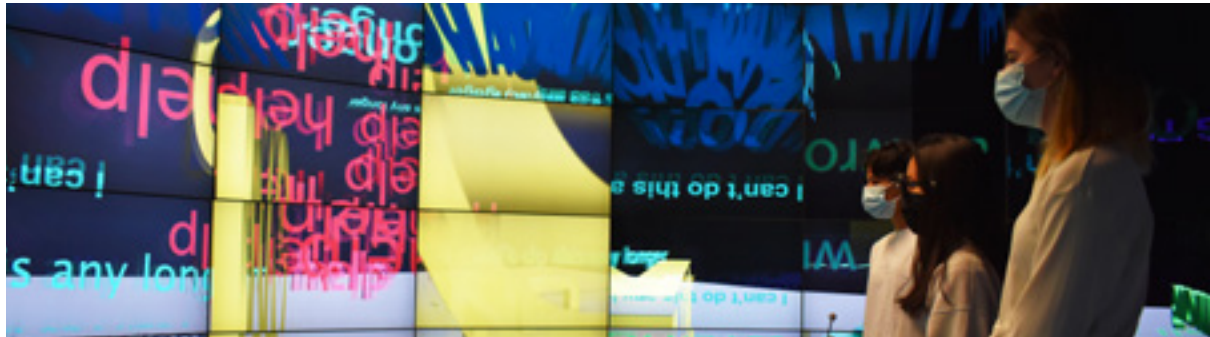**DES 350:
CREATIVE
CODING**

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PROJECT STATEMENT:

Every year, up to 11% of Americans experience a panic attack. Approximately 2% to 3% of them go on to develop panic disorder according to the Cleveland Clinic. ATTACK is an immersive virtual reality (VR) experience intended to educate the player about panic attacks, by which they experience the physical and mental effects of these attacks through inescapable overwhelming visual and audio representations of symptoms. It is incredibly important to bring awareness to mental health, especially in today's climate. This project aims to bring attention to the issues caused by panic attacks through various interactive and visual elements. With the use of different typefaces, color, lighting, audio, and coded user interaction, these design components will bring together the ATTACK experience through VR.

INTERACTION:

At a party, you are surrounded by a cacophony of conversations and music, immersed by overwhelming sounds and colors. It is suffocating, and you desperately need to get out, but these newfound sensations you begin to experience will pose a challenge. Users will walk along a narrow path and face five common symptoms of a panic attack that progressively get more intense, including: trembling and shaking; heart palpitations and inability to breathe; anger and irritability; nausea and dizziness; and racing thoughts. The symptoms are represented through various motion and user interaction with text on the path. With the CAVE2 Player Controller Wand, users can use the Joystick to move along the path. By doing so, they will attempt to avoid collisions with other objects and maneuver through the obstacles found in front of them. They can also push down and hold the 'X' button to drag obstructing words in order to move them out of the way. Additionally, when reaching certain points of the path, different audio sounds will be triggered to further represent the panic attack symptoms.

ACKNOWLEDGEMENT:

We would like to extend our thanks to each member of this group for putting in the time to create a successful product that brings awareness to panic attacks. The hard work, consistent group meetings, and extensive problem solving paid off in the end. The feeling of accomplishment as we watched ATTACK in its final form in the Cave 2 is one to remember for all of us.

Opening scene of the experience. Users find themselves in a crowded and overwhelming space that begins the panic attack.
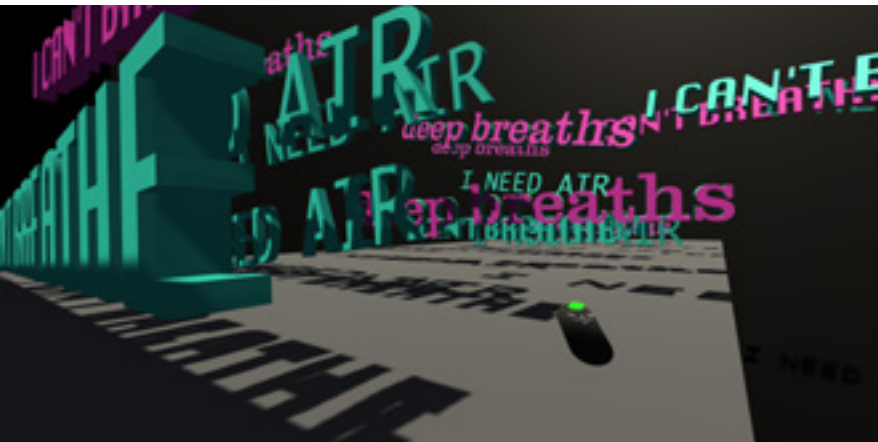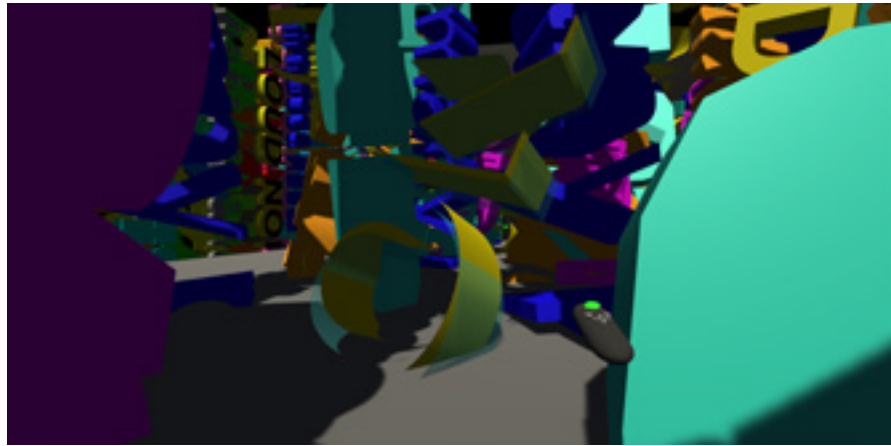
"Heart palpitations & inability to breathe" symptom. Users must avoid appearing & disappearing text in order to pass through/

"Nausea & Dizziness" symptom. As the platform spins, users must walk on at the correct timing as the words rotate in a circle around them.
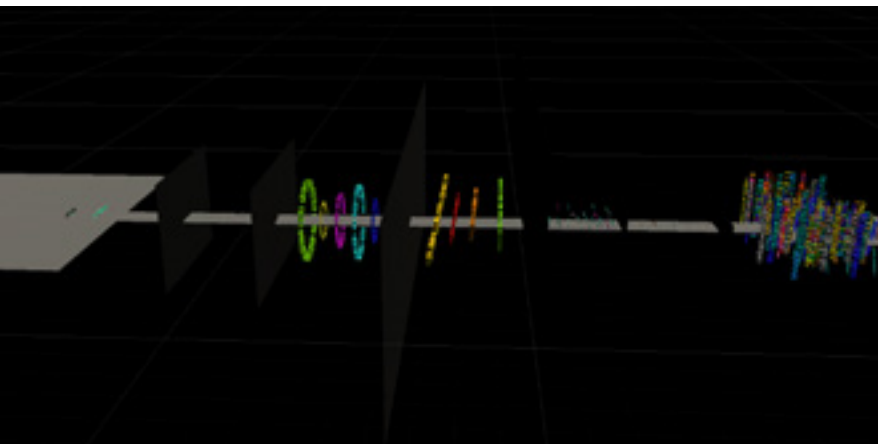
An overview of the project in its entirety.