Mysterion
Team

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Problem

- Lack of VR Horror games that are both interactive, and immersive as an experience.

- Most VR Horror games lack a real “game” component, and are instead reliant on set pieces and repetitive shocks to create an adequate atmosphere.
Create an immersive Horror Game experience using VR

Give the game extended replay value by using non-Euclidean geometry to create an adequately confusing maze

Use textures, lighting, sounds, and dynamic enemies to give the game a true “horror” experience
Components

- Dynamic user controlled player – player traverse map at user-controlled rate, working to solve the maze. Player can turn, change directions, etc.

- Non-Euclidean maze – Map for player to traverse is built on a sphere, so that it is far more complex and difficult to solve. This lends to greater replay value.

- Random enemy – Scarecrow opponent chases player around map, spawning at different locations, and attacking the player on sight.
Gameplay Overview

- Use the Cardboard Trigger Button to move the player in the forward direction.
- Turn the player by turning your head.
- Traverse the maze and avoid the scarecrow.
Ideas for Improvement

- Enhanced opponent system – Currently sightings of the scarecrow are very scarce; additional opponents with unique behavior would make the game more challenging and scary.

- Map randomization – The map is built to be able to randomly generate a unique maze on each play though, but we did not have time to implement this functionality. A unique maze on every play would definitely lead to better replay value.

- Leaderboard – We didn’t have time to create a leaderboard that tracks how long the player lasts in the maze before losing to the scarecrow; storing these results would be a nice improvement.