

VIRTUAL REALITY LAB

WHO KILLED US?

THE TRUTH WILL SET
YOU FREE



MOTIVATIONS AND REALIZATION

MOTIVATIONS

- ENTERTAINING IS OUR MAIN GOAL
- INNOVATING IN ESCAPE ROOM GENRE
- IMMERSIVE EXPERIENCE THANKS TO VR TECHNOLOGY
- UNIQUE EXPERIENCE EVERY GAME WITH A PROCEDURAL GENERATION ALGORITHM
- LARGE CAST OF CHARACTERS WITH DIFFERENT CULTURES, PERSONALITIES AND LIFE EXPERIENCES
- PROVIDE OUR OWN TWIST TO THE MURDER MYSTERY GENRE
- CHALLENGE THE PLAYER AND THEIR INTELECT AND DEDUCTIVE SKILLS

TECNOLOGIES

- GODOT 3.5.1
- BLENDER
- STEAM VR
- TEXTURES.COM
- CANVAS
- ADOBE PREMIER PRO 2022
- THISPERSONDOESNOTEXIST.COM
- TRELLO (SCRUM)

CREDITS

- **Javier Navarro Lázaro (jn052)**
 - Background information : Computer Science in Almería (Spain)
 - Programming
 - Games Technology minor - Winter Semester 2022-2023
- **María López Padilla (ml181)**
 - Background information : Computer Science in Almería (Spain)
 - Design
 - Games Technology minor - Winter Semester 2022-2023
- **Marta Casandra Lendínez Ibáñez (ml180)**
 - Background information : Communications and Multimedia design, game design in Groningen (Netherlands)
 - Design and programming
 - Games Technology minor - Winter Semester 2022-2023
- **Víctor Stancioiu (vs120)**
 - Background information : Computer Science in Almería (Spain)
 - Programming
 - Games Technology minor - Winter Semester 2022-2023