

Jug Island

Team

João Ribeiro
Games Development Minor

Sofia Ferreira
Games Development Minor

Niko Dangel
Medieninformatik 7. Semester

Georg Bogdanov
Medieninformatik 4. Semester

Project Type

Virtual Reality Project

Concept

Prison-themed VR puzzle game based on The Witness

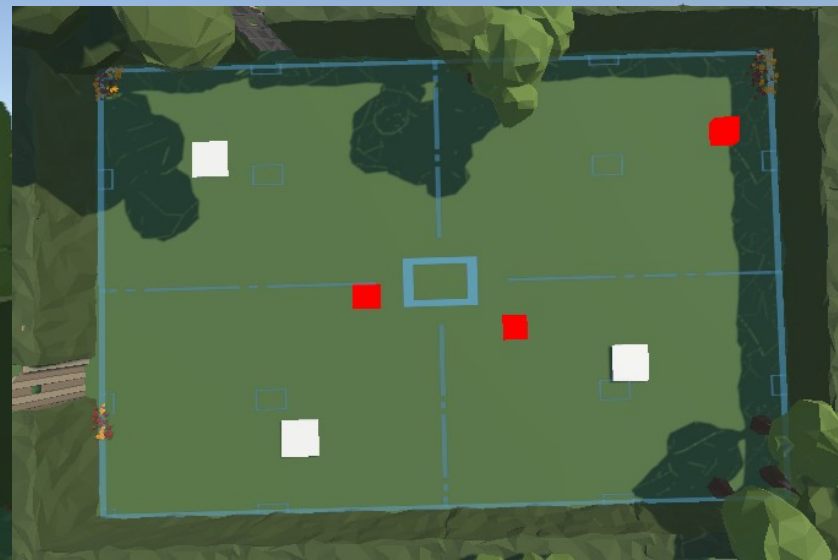
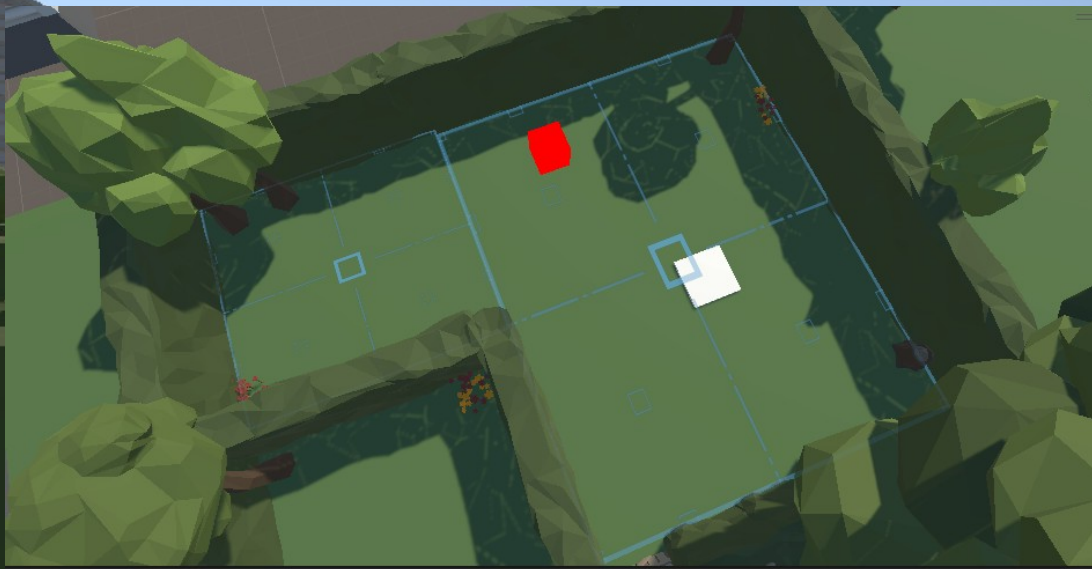
The player, an avid video game enthusiast, finds themselves trapped in a virtual matrix, which he can only escape by utilizing his entire range of cognitive gaming skills in order to solve the many different puzzles coming their way

Technologies Used



STEAMVR

Level Structure



Jug Island



UR- PROJECT

Georg Bogdanov João Da Silva Ribeiro Sofia Oliveira Cruz Ferreira Niko Dangel