

THEOFANIA
LATSOU

AHMED
KATAR

JAYOUNG
BYEUN

NICOLAS
BRYG

CABIN SHADOWS

HDM MEDIA NIGHT

A VR ESCAPE ROOM HORROR
EXPERIENCE

FACTSHEET

THE TEAM:

- AHMED KATAR, MEDIENINFORMATIK, SEM 10
- JAYOUNG BYEUN, MEDIENINFORMATIK, SEM 6
- NICOLAS BRYG, MEDIENINFORMATIK, SEM 6
- THEOFANIA LATSOU, GAME DEV MINOR, EXCHANGE STUDENT

THE PROJECT:

- VR GAME
- ESCAPE ROOM PUZZLE(S)
- HORROR ELEMENTS
- MULTIPLE ENDINGS

THE TECH USED:

- UNITY
- BLENDER
- ADOBE
ILLUSTRATOR

OUR MOTIVATION: BUILD A SPOOKY BUT
MOTION-SICKNESS-FRIENDLY VR GAME

FLASHLIGHT-BASED PUZZLE



TICKING BOMB



OBSCURE HINTS



THANK YOU!