



What's RumeScape?

RumeScape is an Augmented Reality Game with escape room elements. Pairing interesting puzzle design with the immersive experience AR can deliver in a package that can be taken anywhere

Project Features

- Interactive puzzles that set to engage the users
- Custom models and graphics with Blender
- Intuitive UI design and interactions
- Incorporate your ideas with our level editor



Blender



Unity



AR Foundation

Implementation

- Multiple levels that progressively grow in difficulty
- Themed levels to make each one unique and interesting
- Applied physics to interactable objects
- Grab and throw functionality and optimization for Augmented Reality

Finished Game (screenshots of final build)



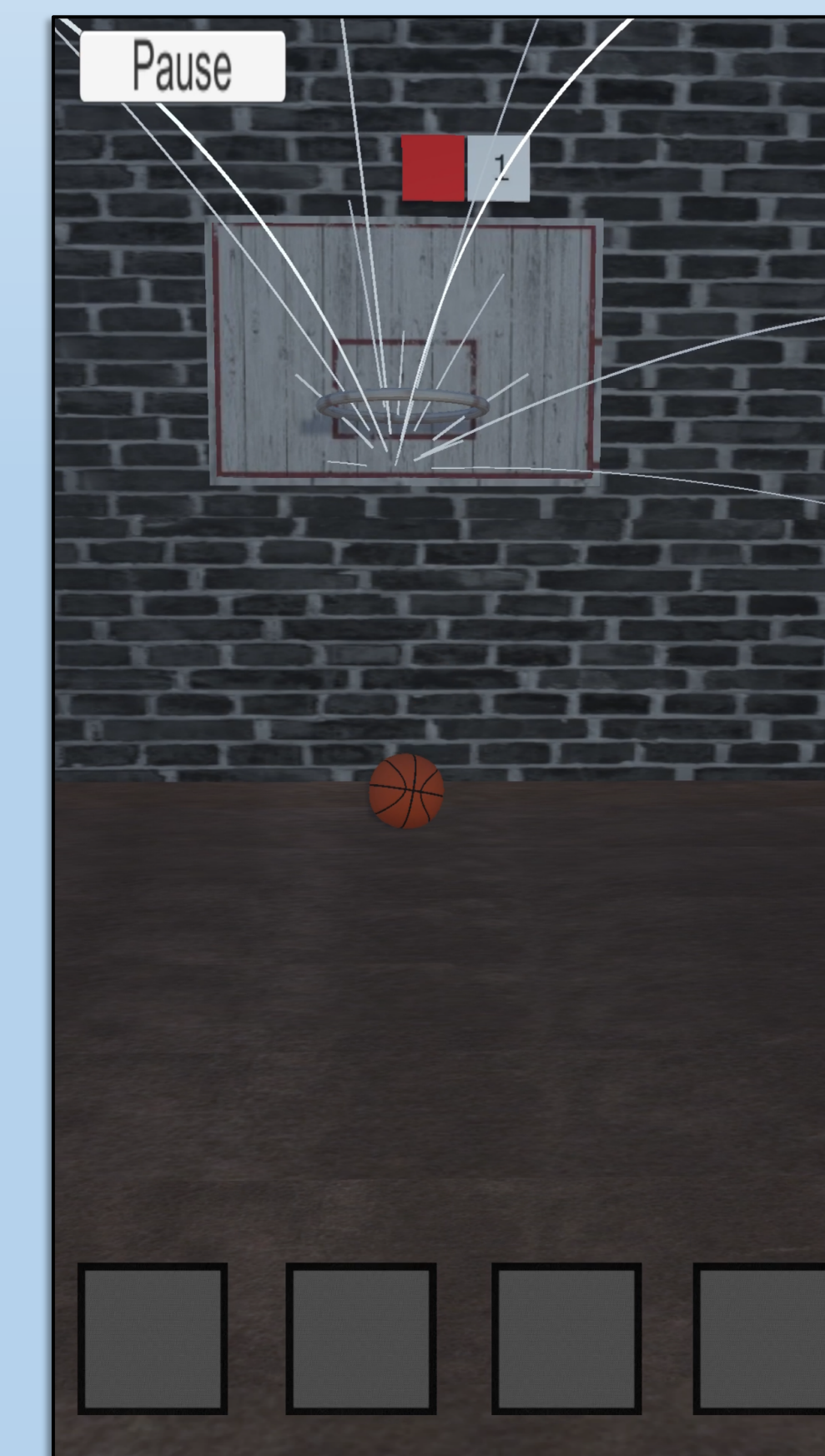
Main Menu



Level 1

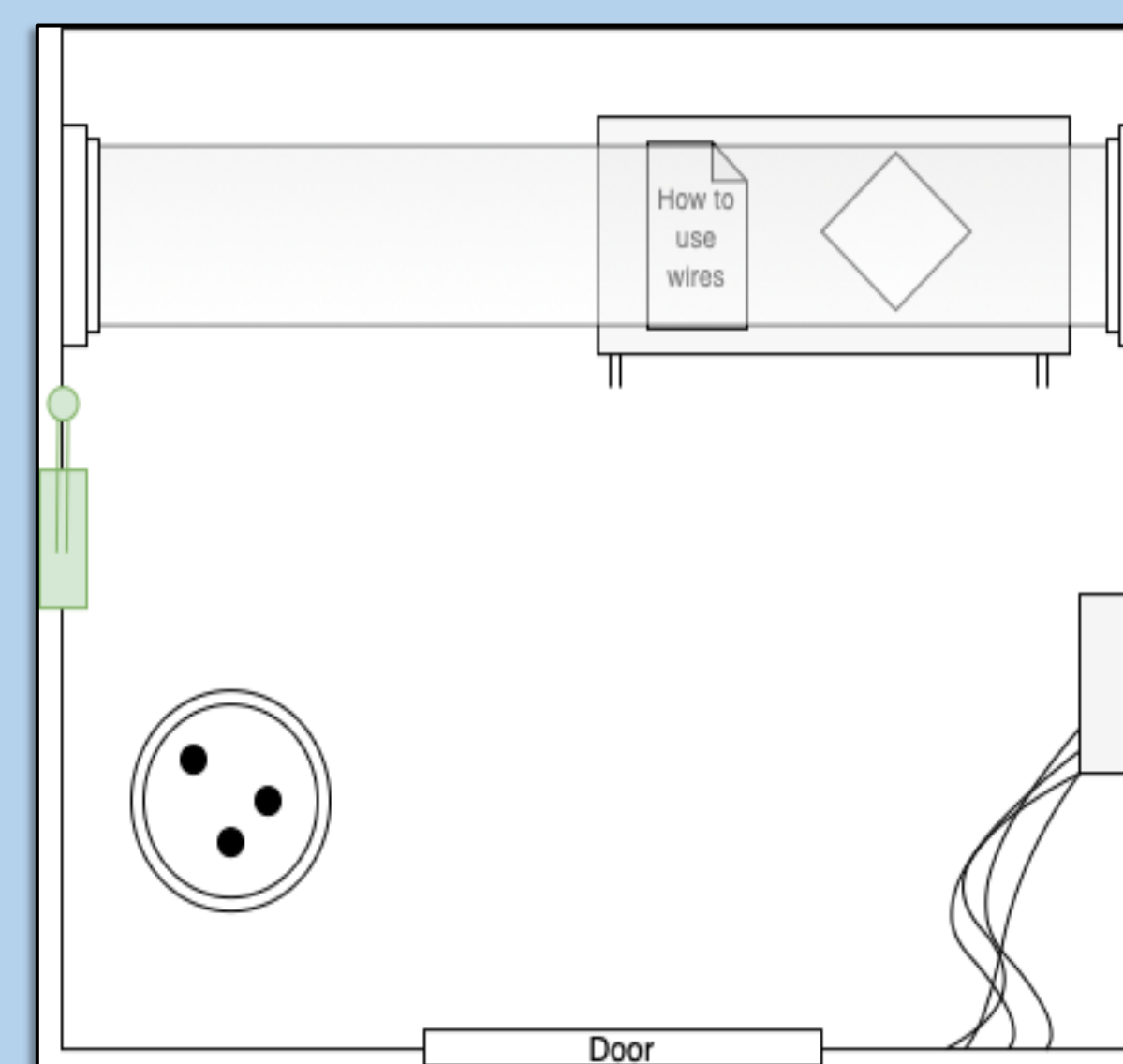


Level 2

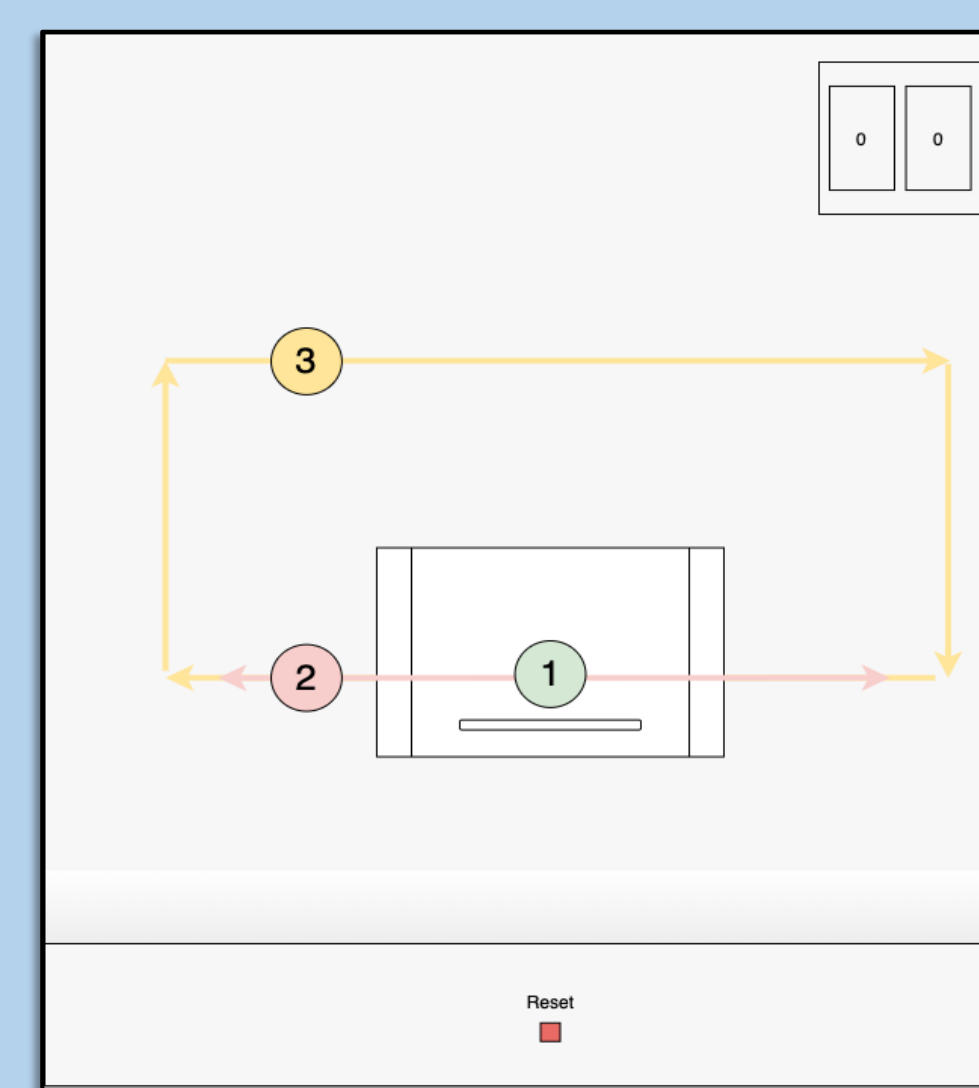


Level 3

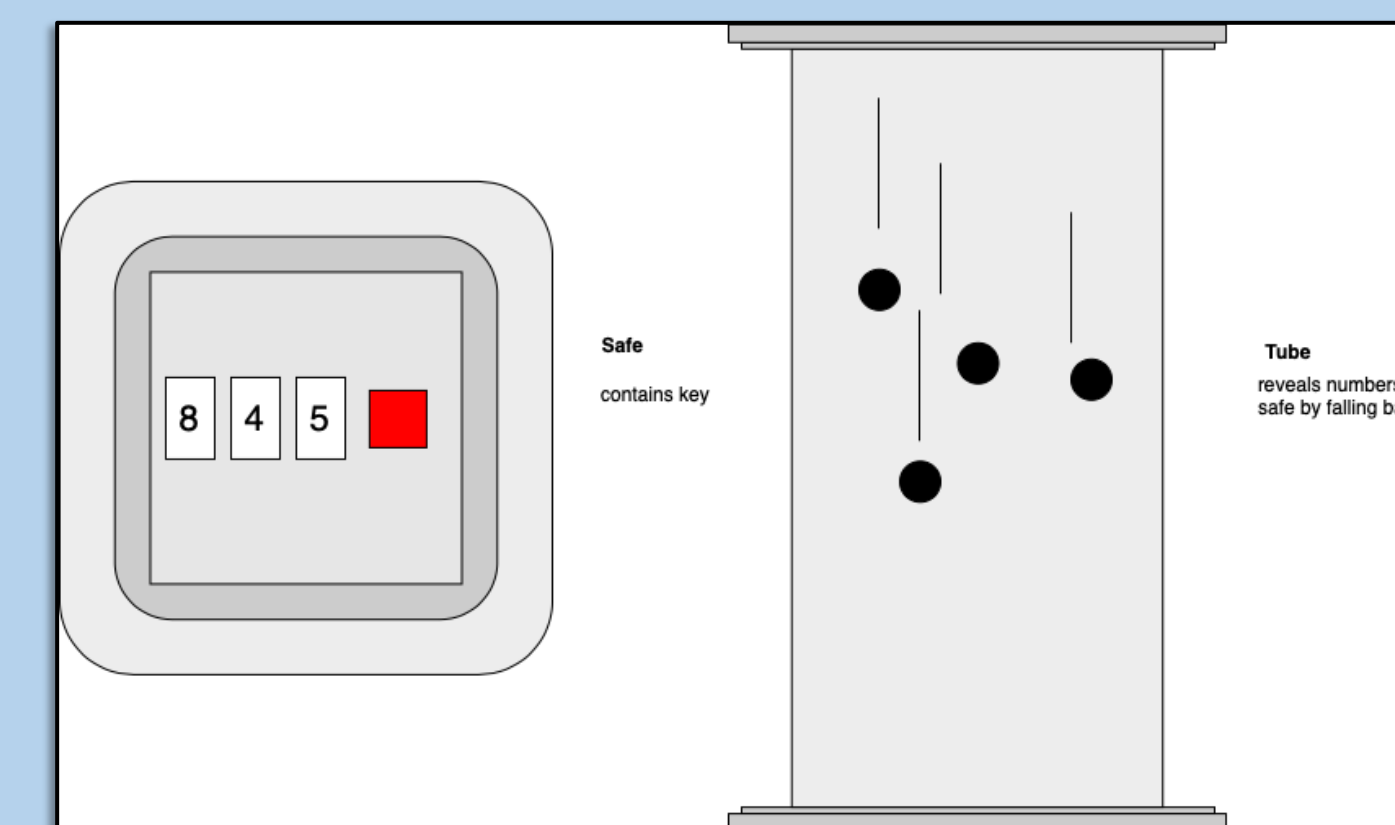
Puzzle Design (planning and designing puzzles and interactions)



Level Layout

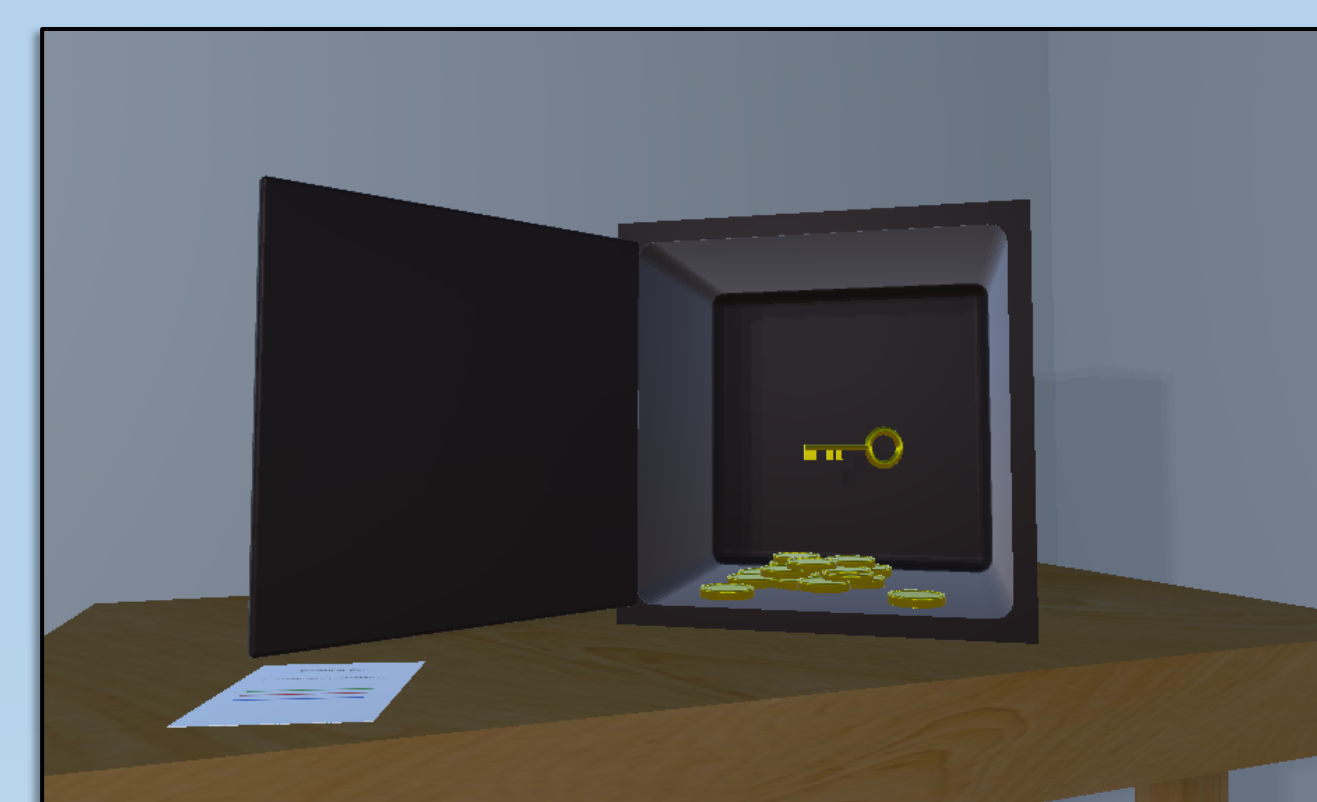


Puzzle Plan

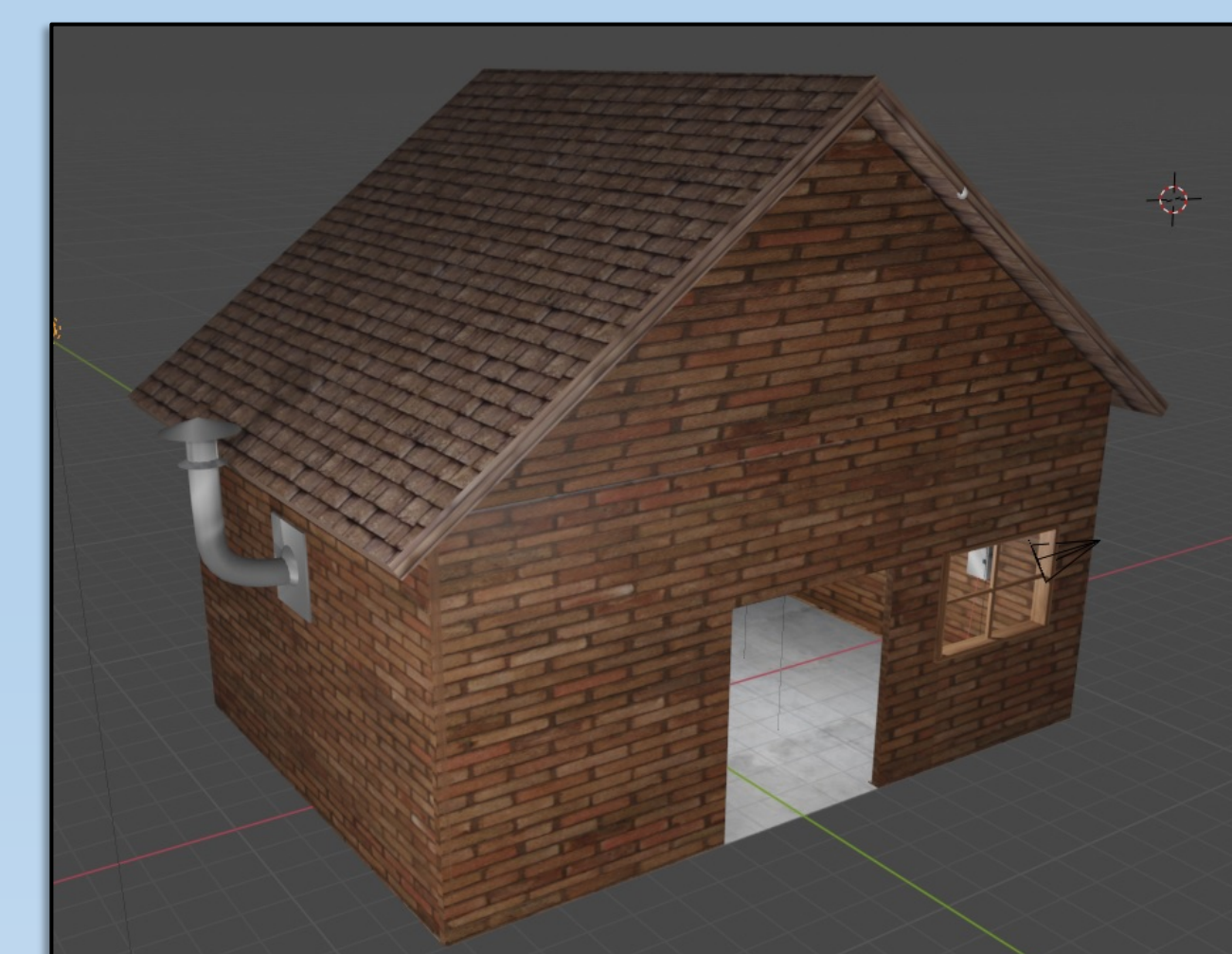


Interaction examples

(custom blender models) Object Design



Safe Model



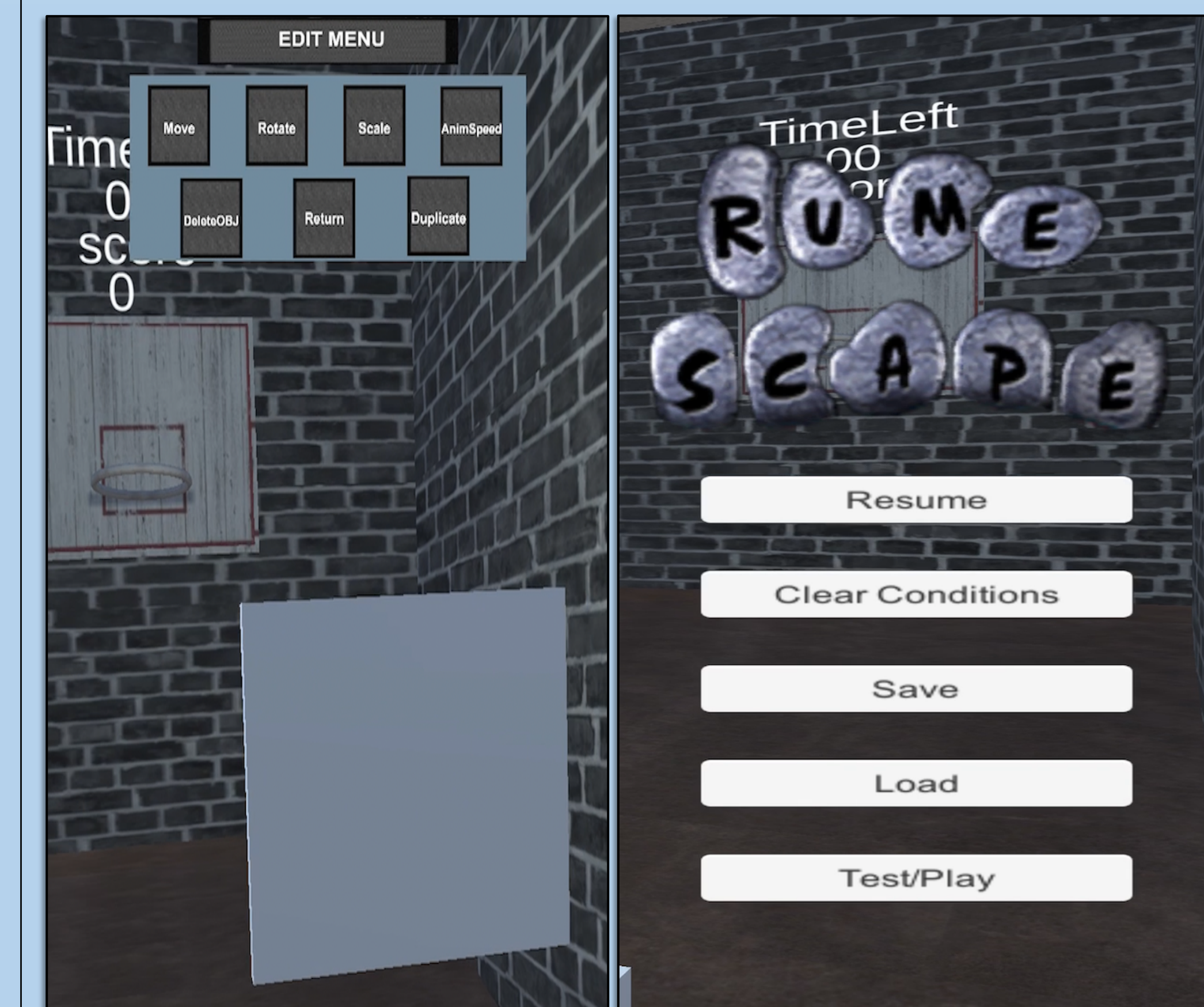
Building W/ Textures



Basketball Model

Level Editor

- Create custom playable levels with basketball game objects.



Edit Interactions

Edit Mode Pause UI

Assessment

What We Accomplished

- Functionality optimized for various AR setbacks
- Complex designs for multiple Escape Rooms
- Let users make their own Levels

Future of RumeScape

- More editable levels
- Complex editable clear conditions