**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

**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

**Puzzle Design**

(Planning and designing puzzles and interactions)

- Level Layout
- Puzzle Plan
- Interaction examples

**Object Design**

(Blender models)

- Safe Model
- Building with Textures
- Basketball Model

**Finished Game**

(screenshots of final build)

- Main Menu
- Level 1
- Level 2
- Level 3

**Level Editor**

- Create custom playable levels with basketball game objects.

**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