



Immersive Storytelling in Virtual Reality

The project was implemented through researching, designing and implementing a game playable in both 'Virtual Reality mode' and 'Desktop mode' using the Unity engine and C# as the primary programming language, in the form of an immersive horror experience with user interaction. The game was developed for the HTC Vive Headset, and places the player in a virtual environment which they must explore and intuitively progress in. The game features cinematic lighting and sharp sound design to create a powerful and immersive experience. The game, titled 'Midnight Noir VR', is a horror exploration game in which the player must locate and press buttons to unlock doors to progress. It also includes puzzle elements, and subtle storytelling through the environmental design.

The project succeeded in addressing design challenges for Virtual Reality development, while also providing solutions to combat motion sickness in VR. Findings were recorded which could help developers who are creating VR games to design more intuitive and fluid experiences for the player.



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