Jason Cui's critical appraisal

This project was an amazing opportunity for me to develop my skills and a better understanding of how sounds can enhance the experience for the users, this collaboration project with the sound arts class, the goal is to create a VR experience that is at least 10 minutes long and focus on the user's interaction with the sound feedback. our group is composed of 7 people, we come up with the idea to create a horror experience with jump scares and players must face different phobias for each level. In general, it's a very linear game flow, players cannot make any choices that change the narrative or outcome. The only exception is the pop-on menu which can reset/bring the player to other scenes.

What went well?

The speed of our group is always ahead, whether it is from collecting ideas to communicating tasks, the unpredictability of the jump scares that came out of nowhere. and this sense of false realism makes the scares very effective. There are three doors in the haunted house, players get to choose which door is for the exit, and each one has different outcomes. Use sound and light at the right time, making the dark environment creepier. The first sunny park to the abandoned old park also gives the player a sharp contrast.

What problems that I encounter and how I solved them

Margarita and I were each responsible for the different scenes of the game, when we gathered all the scenes together the grass colour changed to fluorescent colour even without any light applied to it therefore, I must refill it. Some highly detailed packages I cannot import straight to Unity I have to use unreal engine software to change to graphics and reimport it and it's quite time-consuming. When working with Margarita, we each took charge of four scenes. However, when we combined our projects, we encountered some issues with the VR camera and controller. Fortunately, Margarita was able to resolve these problems in the end. We had different opinions on game design. For her skyscraper scene, Margarita preferred simplicity and finishing quickly, while my scene aimed to be horror-themed and scary. As a result, I focused more on the intricate details and created a chilling atmosphere. The overall purpose and expectations of the game.

In terms of the final project, even though we are very fast at distributing tasks, we still manage to ensure the quality of the process and continuously improve the project. Each of us has a different file with different content and we were very proud of what we managed in the limited time we had and other projects we had to accomplish simultaneously. I think the game experiences are entertaining, and the link between each scene is coherent. By doing lots of game playing and gathering player feedback, we have more ideas, and many places can be improved. However, the collaboration with the Sound Art group did not go as expected. As mentioned earlier, only Ties, SiTing, and Allen Zhang participated. Nevertheless, this did not significantly impact our project, as I primarily utilized Allen Zhang's sounds.

Ultimately, we created something that truly captured people's attention, and we are immensely grateful for all the valuable feedback and ideas we received from our friends and teachers. Even though the collaboration may not have been seamless, I am proud to have accomplished what I set out to do.