Virtual Escapades

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College Park Scholars – Science & Global Change Program

Immersive Media Design

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Site Information:

Location: A Game of Rooms Rockville

Address: 15742 Crabbs Branch Way, Derwood, Md 20855

Site Manager: Andrew Ma

Site Goal: To create fun and immersive Escape Room experiences.

Project Goal: To create an immersive virtual escape room experience within the Unity Game Engine

Introduction

My internship involved working with a physical escape room business to try and translate their rooms into virtual games in order to possibly market online.

Activities:

I helped both model and script the virtual environments, based off the physical escape rooms, in Unity. On top of this, I was also responsible for helping playtest each of the three themed rooms and adapting any details or deviations from their physical versions to make the experience better.

Impact:

While our project has been put off for further development by future interns and therefore not very impactful to anyone else yet, I believe that it has had a personal impact on my understanding of both working in a team and juggling roles. On top of this, I was able to experience how it would be like to work on 3D and virtual immersive environments in a more professional setting. I am much more comfortable explaining my work to others and figuring out solutions to my problems within a team now than I had been before beginning this internship. I was also able to improve my programming efficiency in C# in order to make parts of the game.
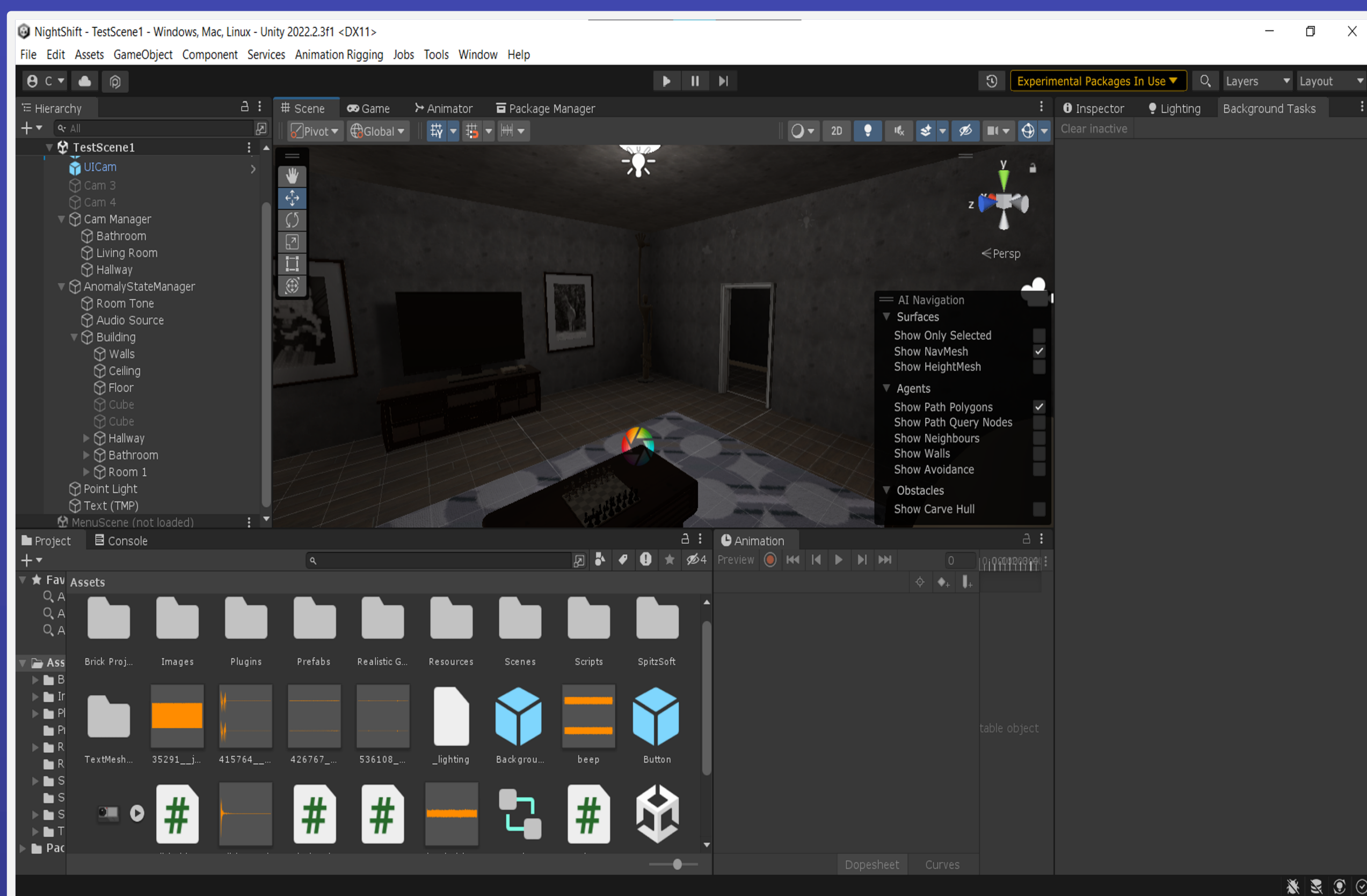
Working in Unity 3D

A screenshot of a prison-themed escape room during development.

Issues Confronting Site:

There main issue that we were facing was out of our control, as the owner had chosen to move locations at the time of this internship. Therefore the main employees were in the midst of packing and moving all of the equipment in the original location, and supervising the construction of the new one.

Future Work:

I hope to work with similar technology and in immersive environments in the future, and I hope that I can find a similar internship or job where I can work in a group that was just as great as the one that I worked with at this internship.

Acknowledgments:

Thanks to Andrew Ma for giving me the chance to work at such an interesting company, and to Drs. Holtz & Merck for their instruction throughout the Scholars program and for making it an enjoyable experience for the past two years.