**OcuMaze (Working Title)**

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**Overview**

 The game takes place in a series of tunnels beneath the surface. In these tunnels, the player will have to navigate the maze, and the obstacles it holds, to successfully escape the mystery below. These obstacles will require a bit of thinking though and will not be all mindless tasks. The game will be played using the Oculus Rift and Razer Hydras (motion sensor controllers). The game will over dynamic puzzle-like features and a plot.

**Game Play**

 The game will revolve around heavy problem solving features. The player will be able to move forward and back, left and right. They will also be able to look around using the Oculus Rift features. Players will have to move objects, navigate platforms, set off triggers, and much more. While doing all of this, the player will have to keep a calm mind as it is disturbed by the eerie surrounding sounds. The game will be a big test of the mind.

**Game Elements**

**Character:** The character will be played in first person. And, as mentioned, be able to move in all directions and be able to look around. The character will also be able to interact with the environment.

**Environment:** The environment is the halls of the tunnels the player must navigate. Within these halls the environment will pose threats to the player through sound and obstacles. The player must interact with the environment to some extent to success navigate the maze.

**Obstacles:**  The player will have to interact with obstacles in the environment to navigate the tunnels successfully. As mentioned, these obstacles will involved pushing objects, moving across platforms, and setting off triggers.

