

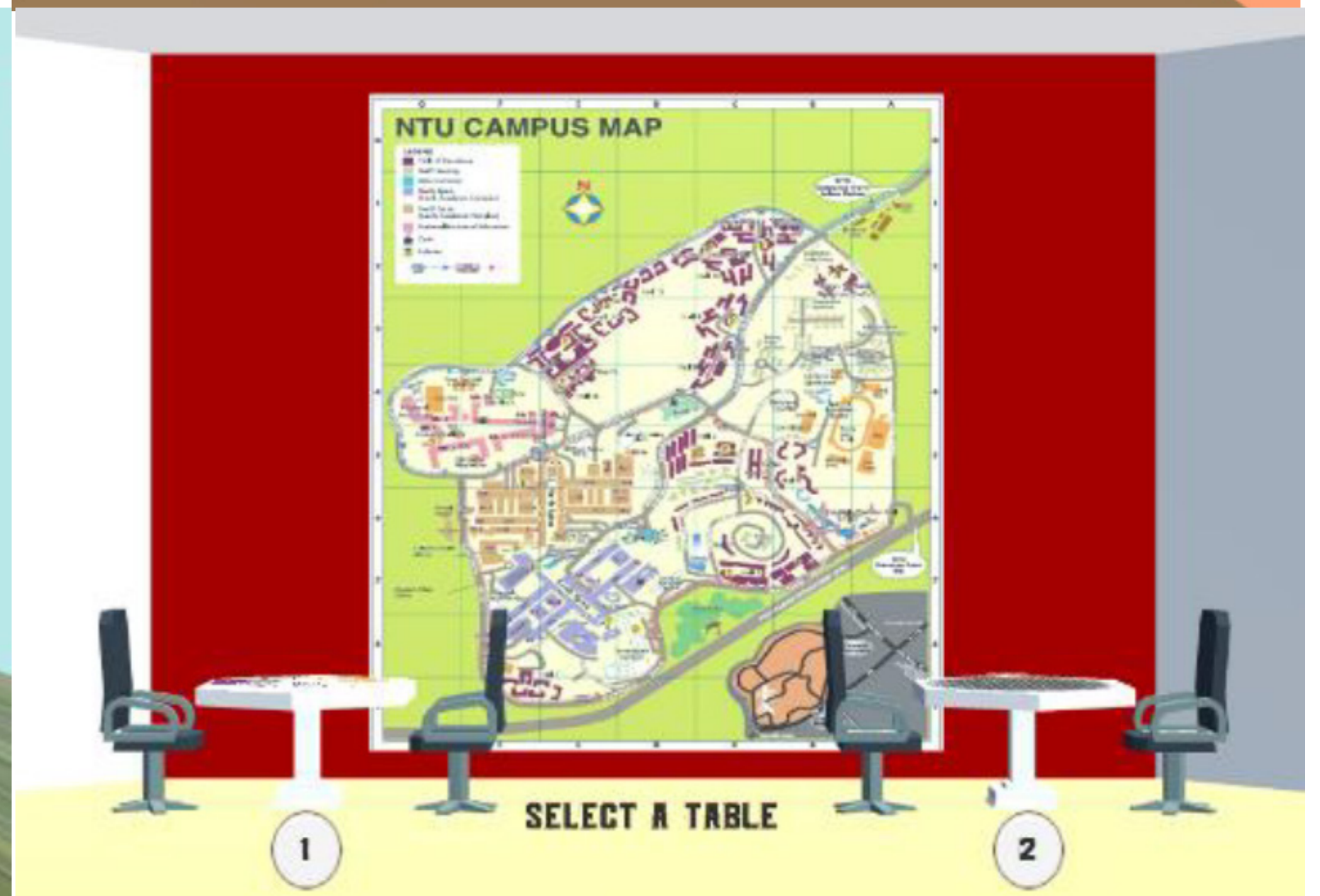
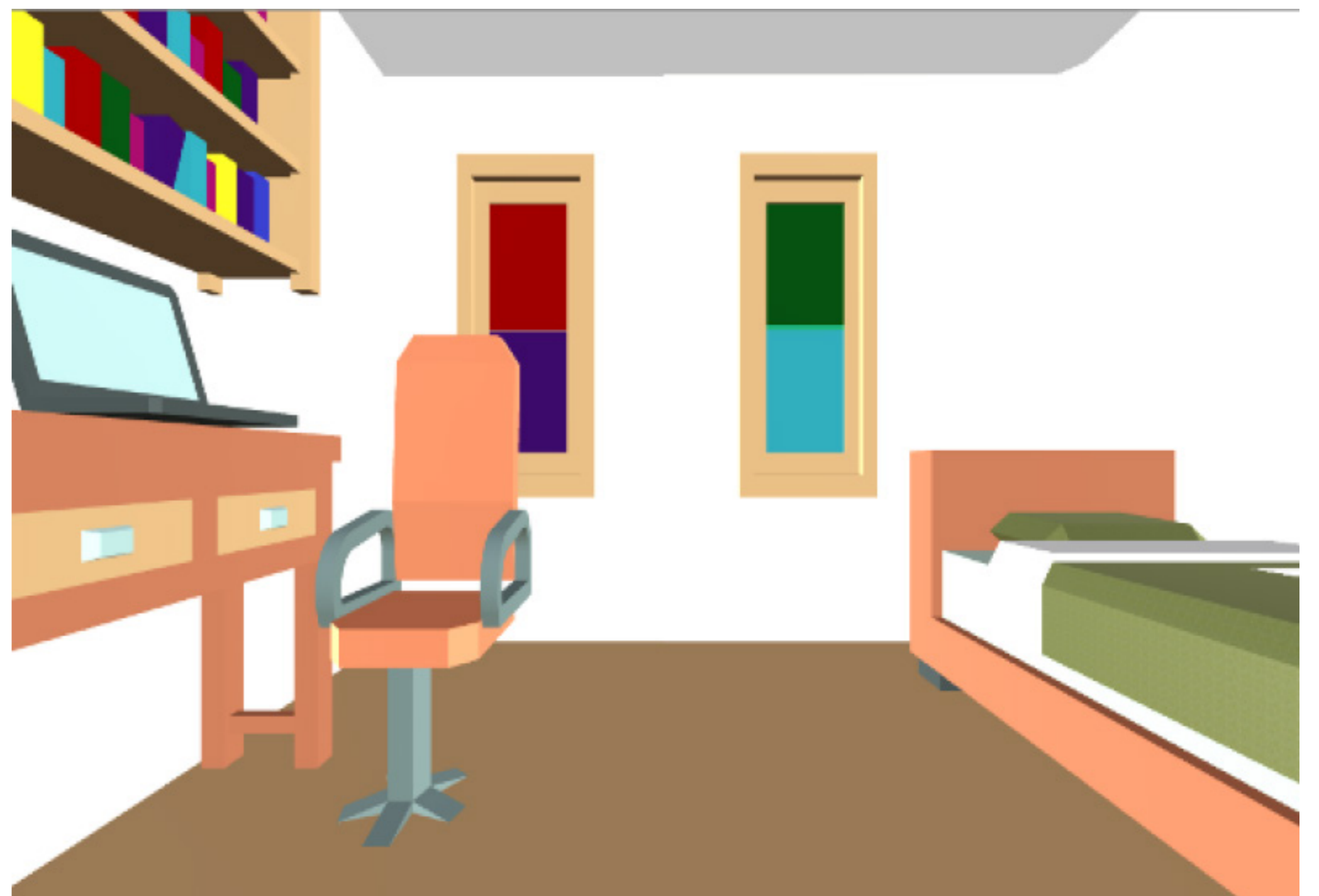
Escape Game Design and Implementation

Project Objective

This project was focused on the game development of an escape game for NTU students. It studied the impact the game had on the player's stress levels and aims to help players develop skills to better manage their stress.

Game Design and Implementation

The escape game was developed using Unity 3D. The game replicates actual locations on the NTU campus in a virtual space to create a sense of familiarity for its target users. Puzzles must be solved to proceed to the next location.



Experimentation and Results

NTU Students were invited to play the game to get feedback on the game's usability and its influence on the player's stress level. Students responded positively to the game, labeling it an effective stress reliever. The design and implementation makes it easy to add more games and the experiment data suggests that extending the game would be well accepted by the target users.