

Low Fidelity Mockups

Project MNPUL8R

Team 34

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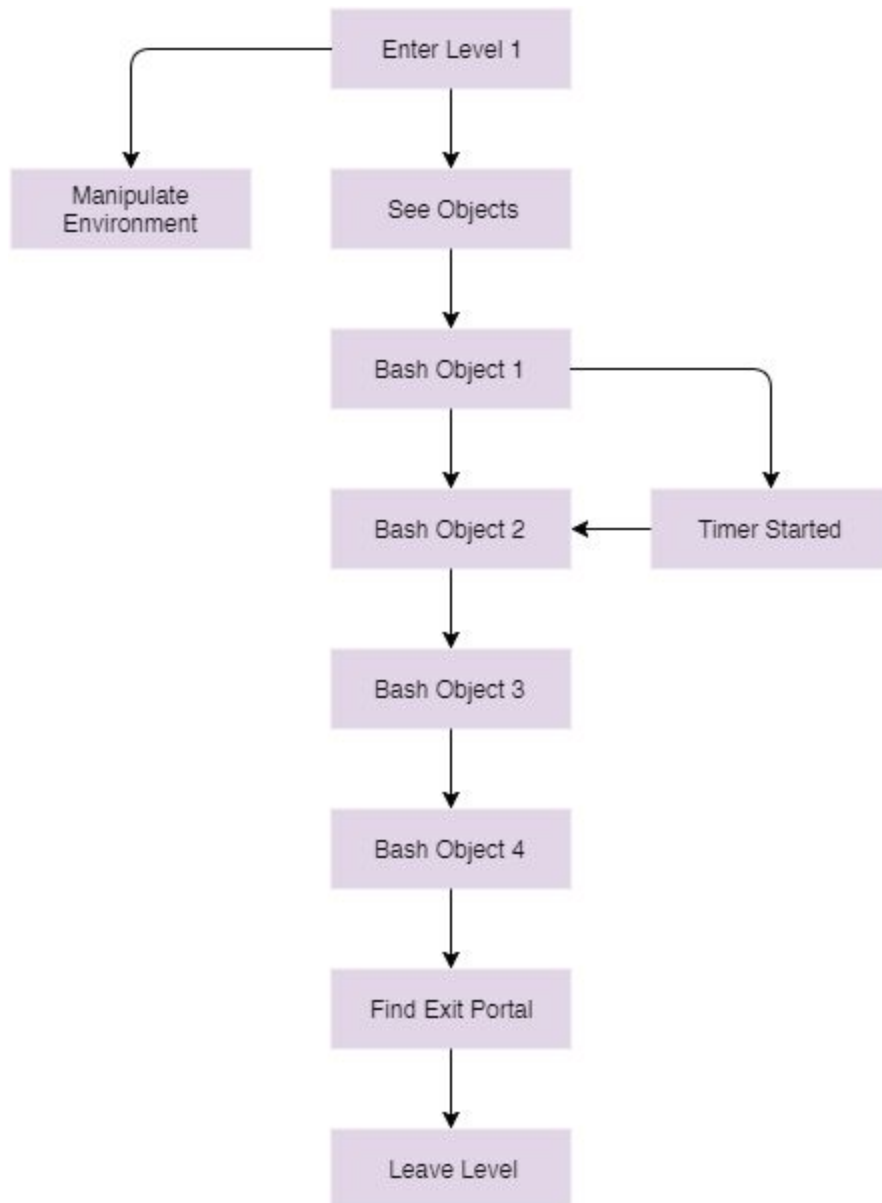
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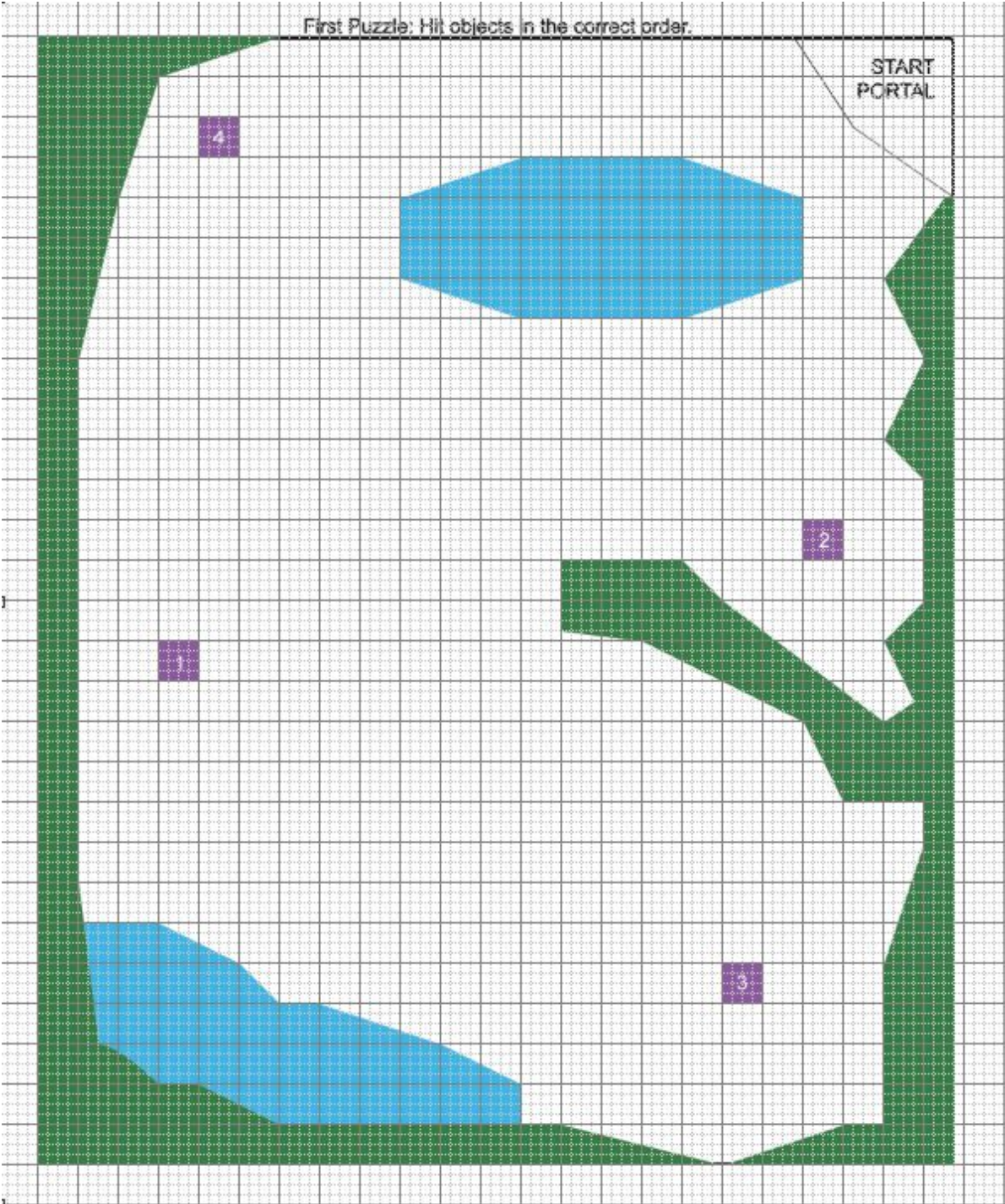
Alexandria Heston

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Gameplay Flow: Level 1



Game Map: Level 1



Concept Art

Environment

Our environment will be created using low-poly forms in a VR environment, similar in texture and color to this mockup. This is an example of a portal inside of a cave that leads the user between one level of the game to the other. The user will reach this area of the first level and if they have completed all the necessary interactions, the portal will become available to them so as to progress in the game. This is the first true confirmation of progress, as all other user interactions will merely be an added feature of the level.



Interactive Objects

This is a photoshop mockup of an object in our environment that the user has to bash in order to progress in the first level. This model is not a part of the environment, and will be obviously interactive. It will spin and glow to denote its importance. The appearance of interactive objects is different in the two levels that implement them.

