



TIME:	Jun 2022 - July 2022
TOOLS:	Oculus Rift, Blender, Unreal Engine 5 (C++), Audacity
TASKS:	Game Design, 3D Art, Sound Design
CONTEXT:	4th Semester Game Jam (Theme: VR Only)
TEAM:	Victor Kossak Tabea Warns Xiao Lei Rong Jalil Daif



About the Game:

Creature of the Cave is an eerie VR experience in which players are put in the role of a hungry night creature that sets out to explore a dark cave system in order to find prey. The catch is that vision is limited and the only way to make out your surroundings is to use your echolocation ability.

We chose to embrace the immersion potential of VR and put the players in the shoes of a hunter flying around and exploring their surroundings.

Retrospective:

Being my first VR Game and my first ever experience with Unreal Engine 5, it seemed to me as if I was in over my head right at the beginning. I had issues learning to navigate UE5 at first but quickly adapted to the friendly user interface. The second challenge was to adapt to the scales of objects in VR, getting it just right was tricky but very fulfilling. The scale of everything had to be big enough to not feel claustrophobic but also small enough for it not to feel like an empty desert. Designing all the assets for the locations was very fun and I would've loved to build upon this project even more.

