Abstract

Room Escape VR’ is an interactive virtual reality game developed using Unity3D game engine, Blender, and Photoshop. The game is being built for Android and iOS smartphones that support Google’s Cardboard and Daydream SDK. A game development lifecycle explaining the production of the game from concept phase to its release is presented in this paper. Looking at the current trends of technology, the ever adaptive and ever increasing gaming industry is becoming more demanding when it comes to terms of realism. The idea behind ‘Room Escape VR’ was to make an immersive VR experience for the smartphone like no other. Virtual Reality devices like the Oculus Rift, HTC Vive, and the PlayStation VR have started offering such experiences, but these kinds of devices are out of the reach of the common man who cannot afford the initial price tag. They then resort to the more affordable experiences offered on the mobile environment by companies like Google.
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**Index Terms**

Computer Science  
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**Keywords**

Virtual Reality, Google Cardboard, Content Creation, Game development lifecycle, Unity 3D game engine, Blender, Adobe Photoshop