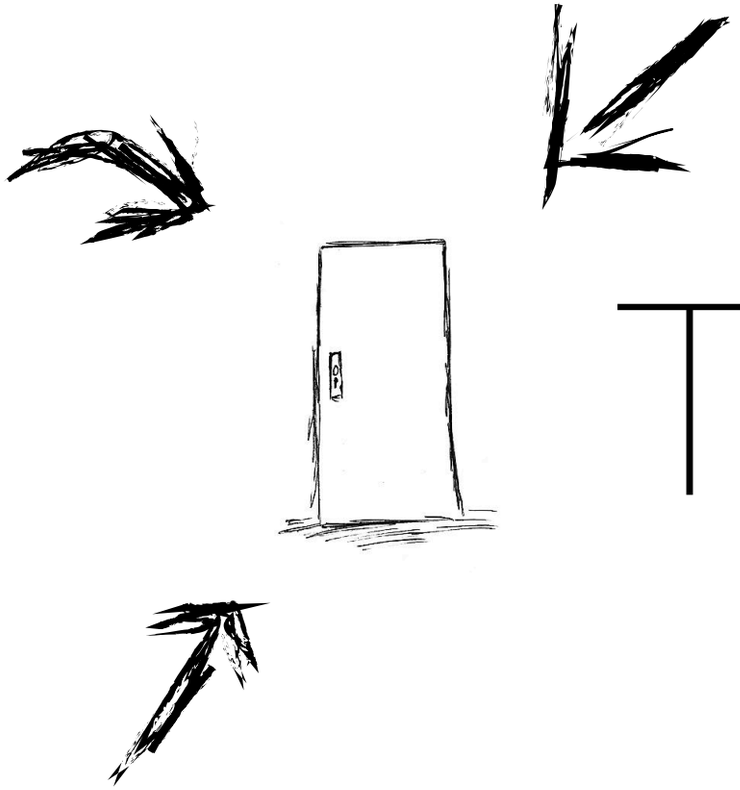


THE DOOR

SUMMARY

An **AR experience** involving a mysterious door and tape recorders left by a previous scientific team.

Discover the lore behind it, by interacting with the objects and listening to **audio recordings**, and peering through the peephole.



QR CODE

link to the file: https://adobeaero.app.link/NkLGSRZNZyb

Note: Please ensure the space is at least **9 sq m**
Headphones are recommended.

Screenshots



Screenshots



Screenshots





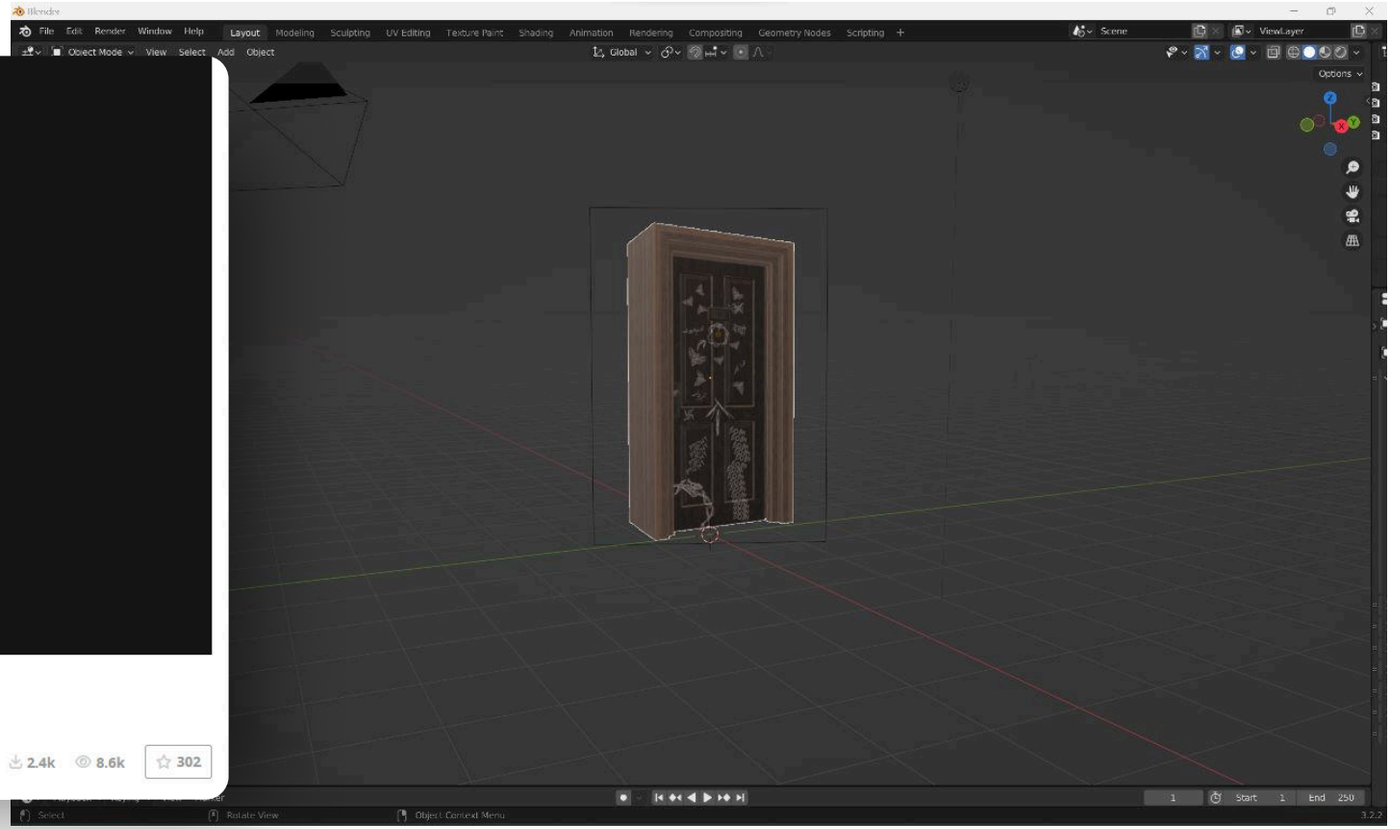
Screenshots



Screenshot of heavily modified asset

Door, before custom textures and peephole.

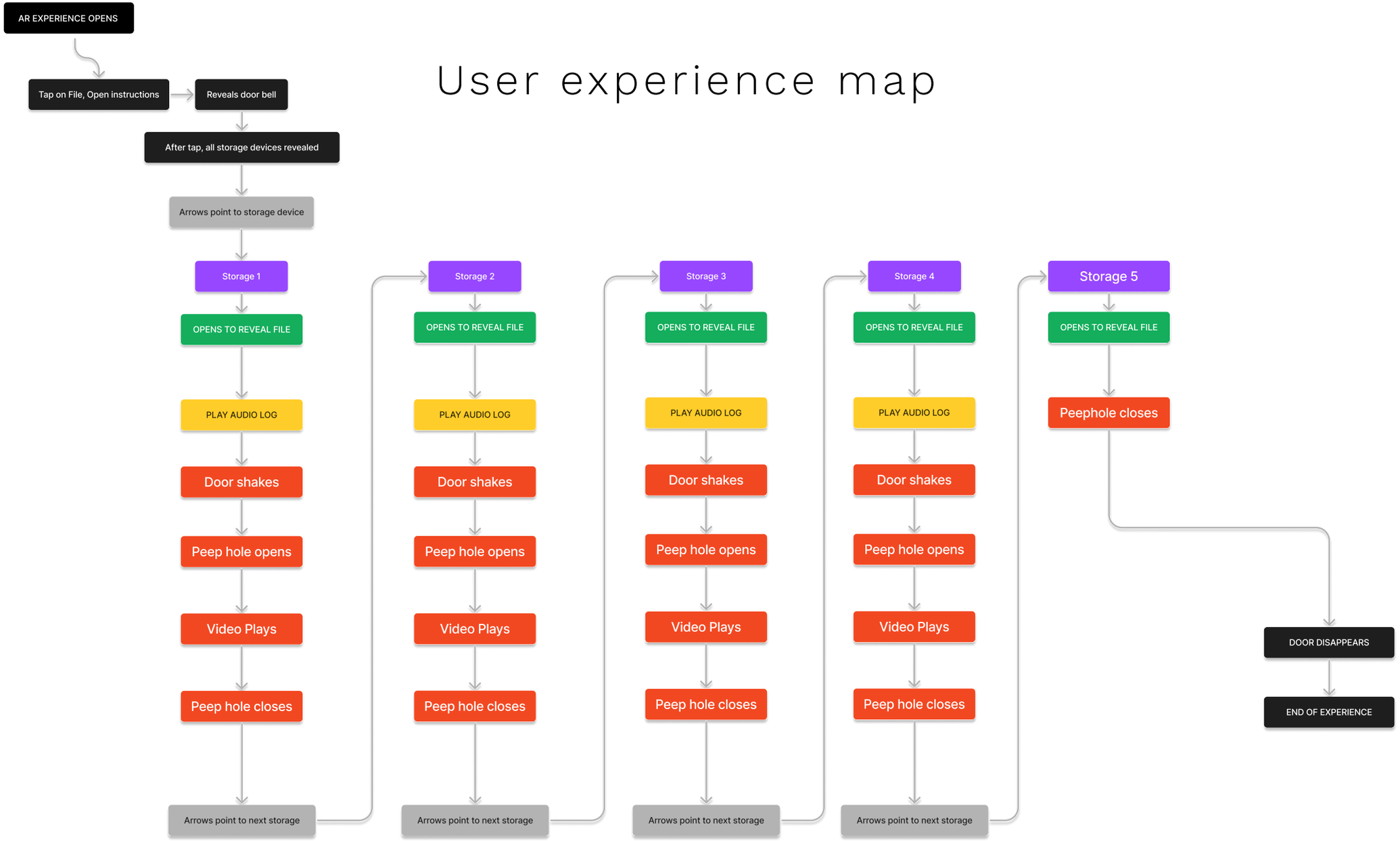




Door, after modifications on Blender.

The door was **textured** and customized with **engravings**.
it was also modified to have a **peephole**, which was rigged to open and close.

User experience map



Affordances, Perceived Affordances and Conventions

	• The tape recorder's have **red buttons** that make the user want to tap or interact with it • The **floating arrows** also guide the users to interact with the right elements
	• The **door** itself is a perceived affordance in the sense that users expect the door to open when they tap on it. however, it is locked.
	• Although the door doesn't open, when the user interacts with it, the **peephole** opens instead.

Feedback from test users

— Amazing eye-hole imagery! So cool after you peek in the eye-hole!.

The interactive objects made the experience fun and cool.

some things not working yet
some objects were glitchy

Fill in more details, I want to see more of this world & more clues on tapes!

yes but environment is a bit too big for a small room

the coolest was seeing the picture behind the door, it was unexpected.

Great Job!

Changes after User Testing and Feedback

- Made the project file **less glitchy**.
- Added **more clues** and **tape recorders**.
- Changed project size specifications to **3x3 metres**.
- Centered the door on the **anchor point**.
- We added a doorbell along with a ‘**top secret folder**’ with instructions to add more interactivity.
- Made the **audio files louder**
- Troubleshooting **errors**

