

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://adobe aero.app.link/NkLGSRZNZyb>

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



Screenshots





Screenshots





Screenshots





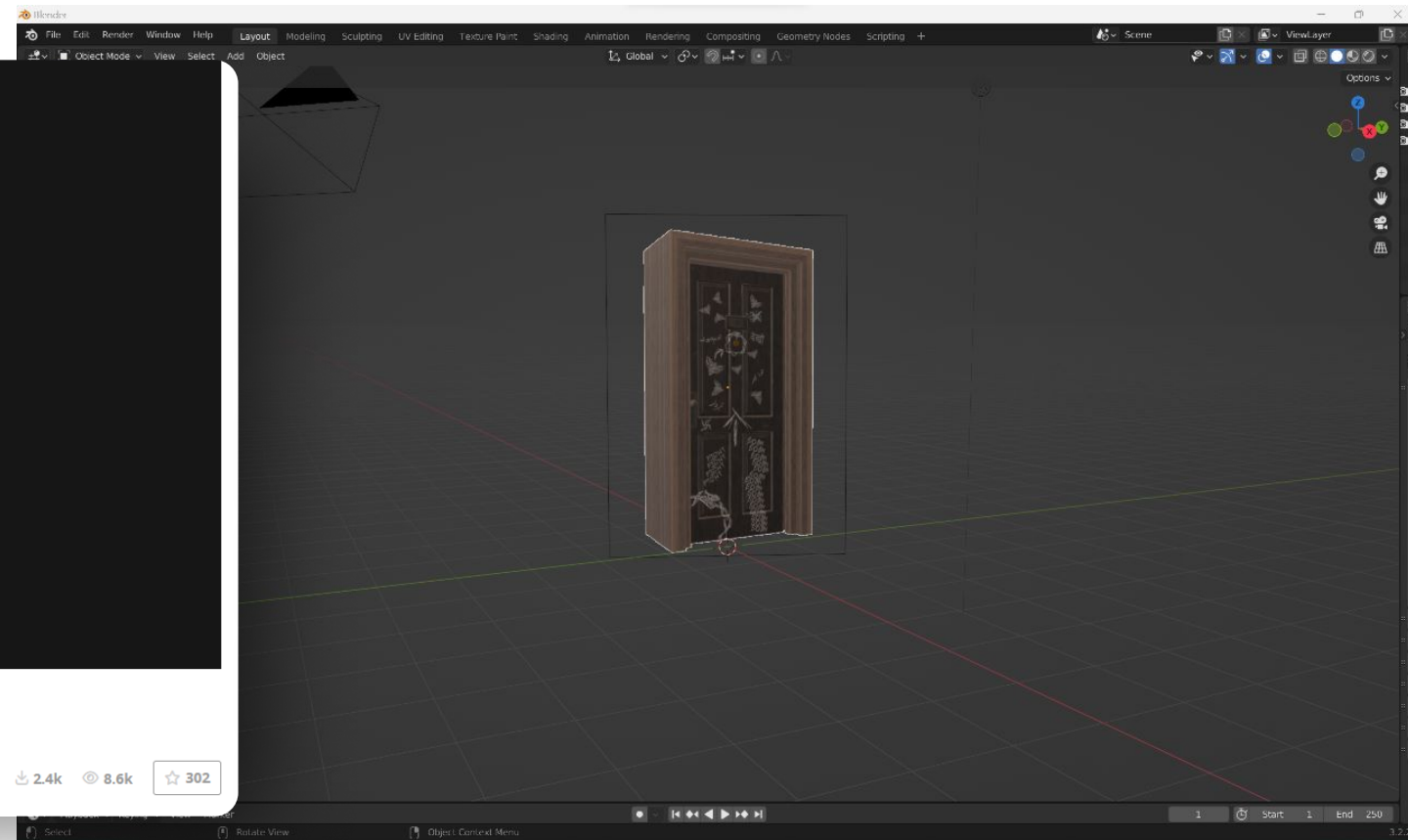
Screenshots





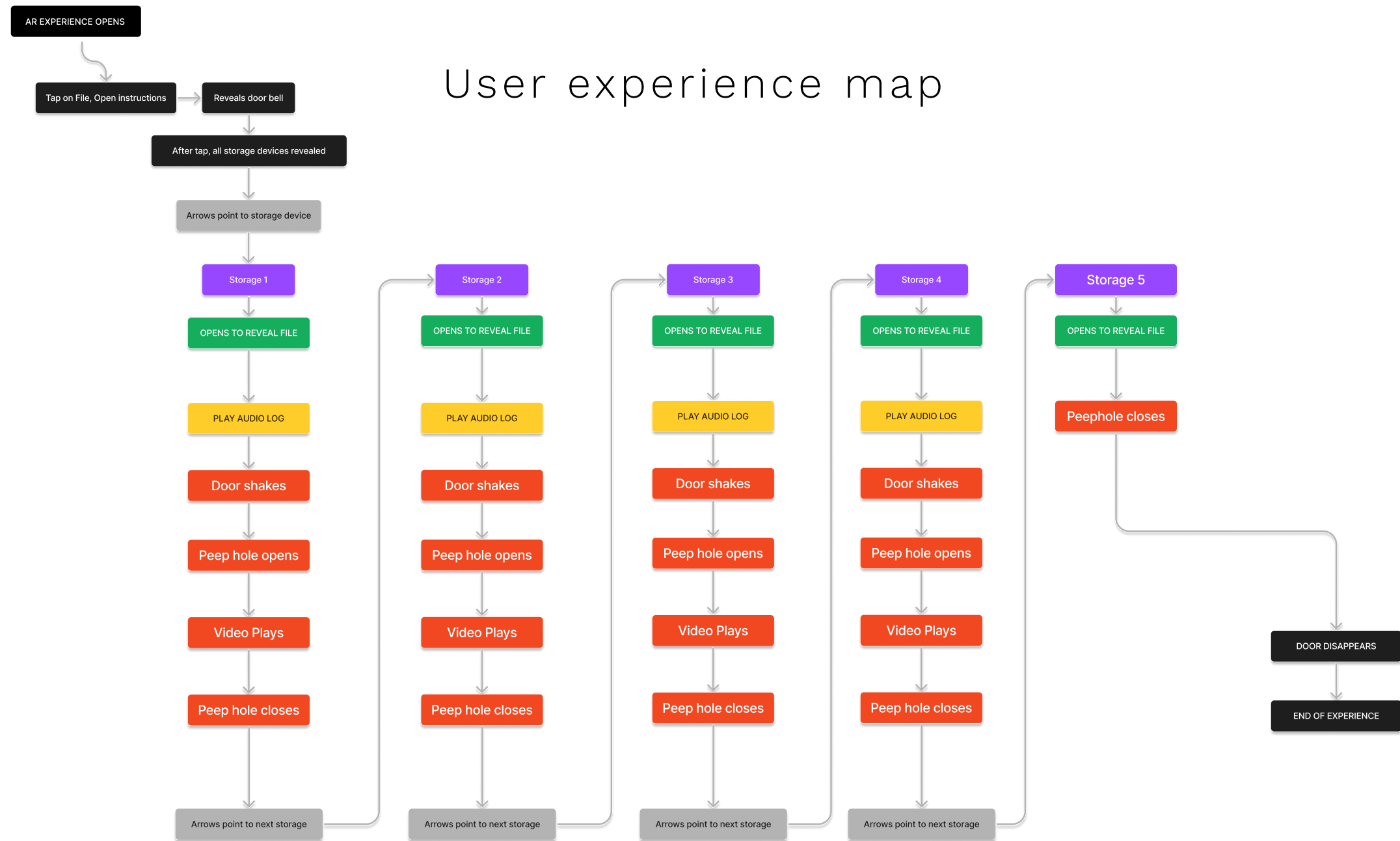
Screenshot of heavily modified asset

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.



Affordances, Perceived Affordances and Conventions

Affordance	<ul style="list-style-type: none">• 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
Perceived Affordance	<ul style="list-style-type: none">• 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.
Convention	<ul style="list-style-type: none">• 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**

