



Resources

Sketches/Moodboards

 Mood Board

Trello Board

[LINK](#)

Asset Tracker

 Ooga Booga 2026 - Audio Asset Tracker

Tutorials

<https://www.youtube.com/watch?v=exc-73Mna3A>

CRYSTALS, DINOS, BATS, A TUNNEL OF MYSTERIES AWAITS IN THIS

VR CAVE EXPERIENCE.

1. Models

Cave Environment 1

Description

Cave Environment 2

Description

Cave Environment 3

Description

Music Bats

Description

Bat

Description

Spinosaurus

Description

Plate Of Dino Nuggets

Description

Bone Xylophone

Description

Audio Reactive Crystals

Description

Crystals

Description

Model

Description

2. *Theme*

This game's themes are Dinos, Crystals, and Bats. It takes inspiration from all of the optional themes in the game jam.

2.2. *World*

An enclosed cave with only one way to go: deeper. There are gonna be cool crystals and creatures, and things people would think are cool to see in a cave.

3. *Gameplay*

Our submission aims to be an interactive, cave adventure VR experience.

IN-GAME UI

No UI is really needed, aside from indicators used to portray XR interactions to the player.

4.1. *Goal*

Short Term Goal

- Exploring the opening scene and interacting with the environment.

Long Term Goal

- Users fully explore the cave, and our team continues to develop gameplay and content post-game jam.

4.2. *Game Mechanics*

Player Controls

- A

Teleport

- Point and click raycast?



Move

*Grab based movement?



4.3. *Progression & Challenge*

ACHIEVEMENTS

THE CONDUCTOR: INTERACT WITH ALL MUSIC CRYSTAL TYPES

YOU'RE GONNA HAVE A FUN TIME: PLAY A SPECIAL MOTIF ON THE
BONE XYLOPHONE

5. Art style

INSPIRATIONS

The

- *Sho*

6. Music & Sounds

There are a few technical audio feats that make use of the following resources:

These resources were applied in the following sections...

CHARACTER SFX

Music Bats

The array of bats follows a musical scale:

Do Re Mi Fa Sol La Ti Do

Bats

The

Audio Crystals

The crystals are split into 6 materials. Each material is set to react to one of the 6 tracks used for the game's developmental gameplay theme.

The player starts in the foyer, and part of the incentive to progress should be introducing the first musical crystal.

Each new type of musical crystal leads the player to the final area, where the last crystal type is waiting to be interacted with to initiate the main drop of the buildup. This will complement the climax of the immersive experience.

Bone Xylophone

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9. *Other ideas*