

Haunted Hospital

Equipment: Quest 3

Set up:

1. Turn on the headset and create a new boundary. The playspace should be around 25x25 ft and allow for walking.
2. Open the App Library then select the folder with the question mark on the left hand side
3. Select and open the file labeled "Haunted Hospital"

Controls/Navigation: Trigger to select

Gameplay:

1. Opens on landing screen. Should have a creepy hospital in front and a van slightly to the left with the words "Haunted Hospital" written and an option to "Start". Select "Start".
2. Player will be placed in an elevator scene. Cannot interact with anything at this point.
3. When the elevator scene finally ends (with the door opening to a seemingly dark/black space), Player should walk out (cannot teleport)
4. The player keeps walking through the maze until they reach the end. There are some items that, when touched (reaching the controller out towards the item), will react to the player (such as a skull).
5. There is a point where the player seems to be walking in circles. To continue on in the game, the player will need to walk into the opposite direction of the circle about 4 times before finally escaping.
6. The player will, towards the end, have another scene pop up very quickly, before continuing on. The game ends when the player escapes the hospital.

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