Maze Fire Evacuation

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Virtual Reality and its Applications
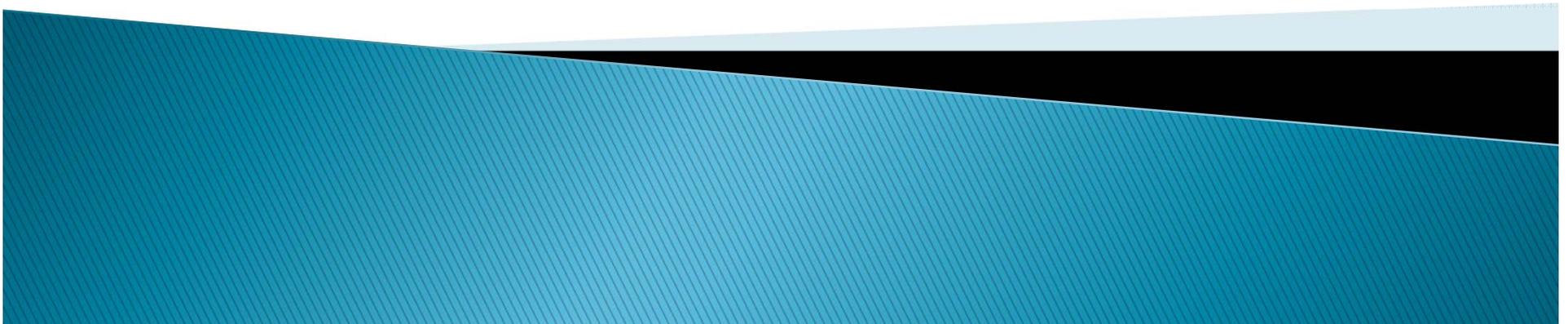
Overview

- Evacuation Procedure

- Done in Unity

- Models from SketchUp

Goal

▸ Find people in the maze

▸ Try to lead them out

▸ Tag any incapacitated person

▸ Time is of essence

Modeling
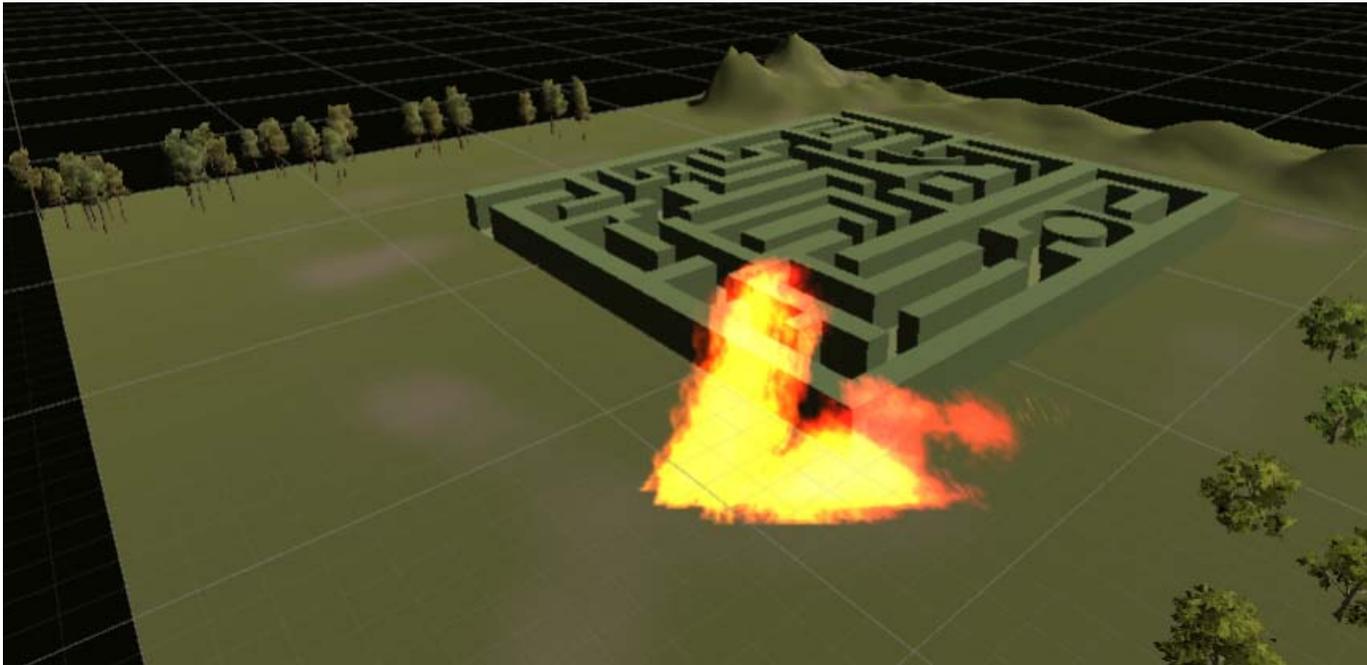
Modeling

- Maze is located in a reserve

- Hedge Maze

- Surrounding hills and trees

Implementations

- Ambient sound: crackling fire

- Sensors: Timer, proximity

- Avatars: Visitors inside maze

Event
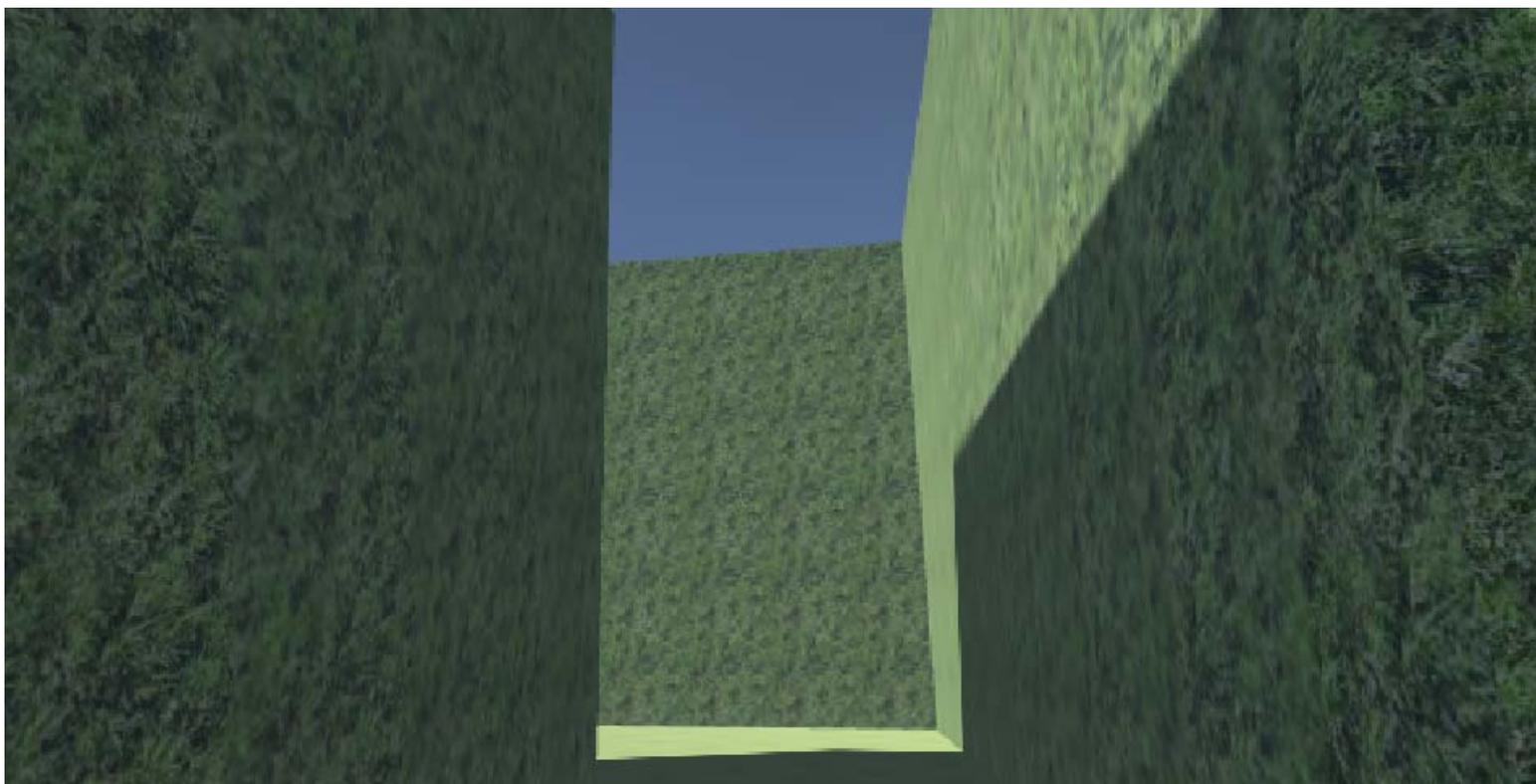
Event

- Maze catches fire

- Maze Guide traverses the maze

- Must search even dead ends for people

- Lead those capable of walking, and tag others

User Guide

- Map

- Health bar

- Timer